

ISSUE NO.  
**203**  
JANUARY

# GTM

## GAME TRADE MAGAZINE

FEB/MAR  
PRE-ORDER

ALLIANCE

\$3.99 U.S. \$3.72 CAN

GameTradeMagazine.com

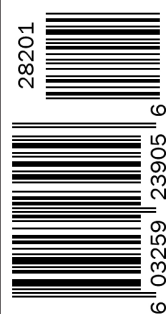
f /GameTradeMagazine

### RUNEWARS MINIATURES GAME

#### IN THIS ISSUE:

- 60 PLAYERS! 23 COUNTRIES! TOP CONTENDERS SETTLE IT OUT AT THE CATAN 2016 WORLD CHAMPIONSHIP!
- THE MERC WITH A MOUTH, DEADPOOL, AND RESIDENT NEW MUTANT, CANNONBALL, TEAM-UP IN THIS SNEAK-PEAK OF WIZKIDS' *MARVEL HEROClix: DEADPOOL & X-FORCE!* FROM WIZKIDS/NECA!

28201





**AVAILABLE FEBRUARY 2017**

# DEADPOOL & X-FORCE

**HEROCLIX**

Get your hands on figures from the Marvel HeroClix: Deadpool and X-Force set before official worldwide release with

**Pre-Release Events  
beginning February 2017!**



Brick SKU: 72536  
MSRP: \$129.90

Deadpool makes an X-ceptional return to Marvel HeroClix by pushing the envelope with never before seen gameplay and shocking cracks in the 4th wall! Longstanding HeroClix favorite Wolverine returns, alongside Doop and WizKid.

**WWW.HEROCLIX.COM**

**MARVEL**  
© 2017 MARVEL

**WIZKIDS**  
**NECA**

© 2017 WIZKIDS/NECA, LLC. and related logos are trademarks of WizKids.  
All rights reserved. Products shown may vary from actual product.  
www.wizkids.com www.necaonline.com

**PLAY LOCAL,  
WIN BIG!**  
WIN.WIZKIDS.COM

**WIZKIDS**  
INFO NETWORK





# CONAN

BLOOD, GOLD,  
AND GLORY!



2-5 Players

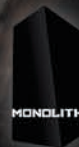


90 Min



Ages 14+

Conan | CON01 | \$119.99



[asmodee.com](http://asmodee.com)

© & TM 2016 Asmodee.



## COVER STORY



### RuneWars: The Miniatures Game

By Fantasy Flight Games  
Courage Wanted! Take command and prepare your armies for epic battles in an age of heroes in Fantasy Flight's *RuneWars: The Miniatures Game*!

10

## FEATURES



### Marvel HeroClix: Deadpool & X-Force

The Merc with a Mouth, Deadpool, and resident New Mutant, Cannonball, team-up in this sneak-peak of WizKids' Marvel HeroClix: *Deadpool & X-Force*! by WizKids/NECA

12



### Catan 2016 World Championship

Path to Victory! 60 players from 23 countries gathered to determine the next Catan world champion! by Catan Studio, LLC

14

## GAMES

23



### EXCLUSIVES



**Tricks of the Game Trade Tip #10 – Make Way For Monsters!**  
by Jon Leitheusser

68



**By the Numbers – Miniature Painting Techniques Part 1**  
by Corey Perez & Luke Hardy

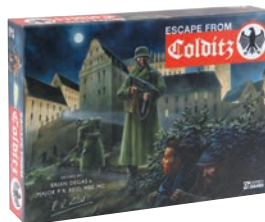
70

### COMIC STRIP



**Dork Tower**  
by John Kovalic

06



**Mansions of Madness Second Edition from Fantasy Flight Games**

Reviewed by Eric Steiger & Rob Herman

72

**Junk Art from Asmodee Editions**

Reviewed by Jane Trudeau-Smith and Philip Smith ["Table For Two"]

74

**Escape from Colditz from Osprey Games**

Reviewed by John Kaufeld

76

**Blood of an Englishman from Renegade Game Studios**

Reviewed by Rebecca Kaufeld

78

**The Walking Dead: All Out War Miniatures Game from Mantic Games**

Reviewed by Thomas Riccardi

80



# SUPERDUNGEON ARENA

**Rise to the challenge.  
Raze the Arena.  
Reign supreme!**



Super Dungeon® models are required to play this game. Build a warband from your existing collection, or from Super Dungeon's range of prebuilt warband boxes. Model supplied unpainted.



**Available NOW!**





**PREVIEWS**



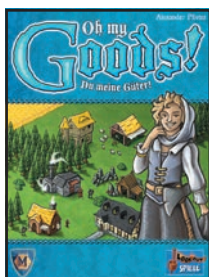
**Monstrous**  
by Sean Jacquemain

**16**



**The Captain is Dead**  
by Alderac Entertainment Group

**18**



**Oh My Goods! & Longsdale in Revolt Expansion**  
by Mayfair Games

**52**



**Infinity: Dire Foes Mission Pack - Defiant Truth**  
by Gutier Lusquinos

**54**



**WW2 Wings of Glory - Battle of Britain**  
by Andrea Angiolino

**58**



**Android: Netrunner - Terminal Directive**  
by Fantasy Flight Games

**60**



**No Thank You, Evil! - Story, Please!**  
by Shanna Germain

**64**

**SPOTLIGHTS**



**Pathfinder Adventure Card Game: Mummy's Mask**  
by Mike Selinker

**20**



**Harry Potter Hogwarts Battle Deckbuilding Game**  
by Kami Mandell

**22**



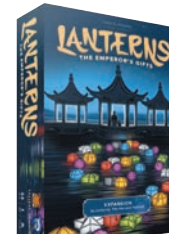
**Sword of Kings Card Game**  
by Red Knight Card Games

**56**



**Fun on the Frugal**  
by Cheapass Games

**62**



**Lanterns: The Emperor's Gifts**  
by Jason D. Kingsley

**56**



# The Facility Awaits!

Command an organization—the Harbinger Foundation, the Renegades, Project Rising Spirit, and more—attempting to seize a secret Alcatraz base known as the Facility. Purchase cards to craft a unique deck, and fight your way through the ever-changing Facility grid to gain access to a card or damage another player. Maneuver your superhero miniatures to battle it out with other superheroes for ultimate control!

## INCLUDES

- 6 Superhero miniatures
- 6 Power cards
- 5 Zone of Influence cards
- 5 Organization cards
- 175 Sector cards
- 25 Basic cards
- 25 Shutdown cards
- 1 Facility Durability Tracker
- 1 six-sided die
- 1 sheet of cardboard counters



## Available Now!

**CATALYST**  
game labs™

[WWW.CATALYSTGAMELABS.COM/VALIANT](http://WWW.CATALYSTGAMELABS.COM/VALIANT)

©2016 All Rights Reserved. All characters, their distinctive likenesses and related indicia featured in this publication are trademarks of Valiant Entertainment LLC in the United States and/or other countries. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks or registered trademarks of InMediaRes Productions, LLC.







**H**appy New Year dear readers, and welcome to the January issue of *Game Trade Magazine*! Winter is now fully upon us and it's that time of year best spent enjoying only the finest of hot cocoas (with marshmallows if you prefer, we're not savages after all) and playing games with family and friends!

There's no finer time to dust off that old favorite in your game library and inviting folk over for a grand night of gaming! Or, perhaps, you would like to try something new? Well, you're in luck because there's certainly no shortage of truly FANTASTIC games out there just waiting for you to pick them up and give them a shake, rattle, and roll.

I've often said that there's no better time to be gamer and from the looks of the Games Section in this issue, truer words were never spoken. I mean, can you think of a time with a more diverse offering of games and accessories in our industry? Because I certainly can't. In fact, my greatest challenge has been finding time and places to play!

Fortunately, Baltimore, MD (where Yours Truly is headquartered) is a smorgasbord of game-friendly stores and locales; from weekly events to monthly get-togethers at local businesses like pubs and restaurants, we're definitely pretty lucky and believe-you-me, I get out as often as possible to see what the newest "hot" game is going to be, as well as enjoy steadfast favorites.

But, I would be remiss if I didn't mention my other favorite game-related pastime for the winter months – painting miniatures! I don't know about you, but I accumulate miniatures and painting supplies far faster than I can use them and the winter months are a PERFECT time for me to get caught up with some good ol' fashioned minis painting and kit-bashing.

And, on that note, I would like to invite you to enjoy what will be a new staple in *GTM*, "By The Numbers". In this new column, Corey Perez and Luke Hardy will be discussing (and demonstrating) various painting and modelling techniques with a variety of figures and paint sets. I hope you enjoy reading their articles as much as we did creating them.

We're kicking off 2017 with an issue jam-packed with some pretty cool content this month, so sit back, relax with a mug of cocoa, and enjoy!

-JG

**PUBLISHER** Alliance Game Distributors

**EDITOR/ADVERTISING MANAGER** Jerome Gonyeau

**ART DIRECTOR** Matt Barham

**COPYWRITER** Todd A. Kaylor

Submissions should be sent to Jerome Gonyeau  
jlg@alliance-games.com

All Submissions become the property of Game Trade Magazine, unless a return request is in writing, including a self addressed stamped envelope.

All titles and artwork are trademarked and copyrighted of their respective owners

## GTM

10150 York Road, Suite 300 • Hunt Valley, MD 21030  
Phone 443.318.8001 • Fax 410.683.7082

**WWW.GAMETRADEMAGAZINE.COM**

Call for advertising Info: 410.415.9231

© 2017 Alliance Game Distributors and respective copyright holders. No part of this publication may be reproduced without the written permission of Alliance Game Distributors

All rights reserved.

Printed in Canada.



**FOLLOW GAME TRADE MAGAZINE ON FACEBOOK**

**FACEBOOK.COM/  
GAMETRADEMAGAZINE!**

**Retailers:** For wholesale inquiries, please contact **Marc Aquino at 410.415.9238**, or email **m1a2@alliance-games.com**



©2016 DORK STORM PRESS JOHN@KOVALIC.COM WWW.DORKTOWER.COM



# Sherlock Holmes

CONSULTING DETECTIVE

## Jack the Ripper & West End Adventures



*Catch me  
when you can...*

A standalone investigation game in the  
Sherlock Holmes: Consulting Detective series.

SHEH02 | \$49.99

1-8 PLAYERS

90+ MINUTES

AGES 12+

Asmodee.com

© 2016 & TM Asmodee.



Jack the Ripper & West End Adventures | SHEH02 | \$49.99



Every month the **Game Trade Magazine (GTM)** Bullpen works tirelessly to bring the latest in game industry products and news to these pages. Each **GTM** is packed with *hundreds and hundreds* of games and related tools and accessories, so we know how easy it is to miss that new expansion or game among all the other incredible products the industry has to offer! That's why we've put together this friendly User's Guide so you can navigate **GTM** and find the products you want like a pro!



## WHAT IS GAME TRADE MAGAZINE ANYWAY?

The serious games magazine for serious gamers, **Game Trade Magazine (GTM)** is the most reliable, accessible monthly periodical for the latest, most comprehensive information of product in the world of games and hobby supplies.

Packed with insider scoops, insightful reviews, designer diaries, and extensive overviews of upcoming product, plus exclusive excerpts, scenarios, and collectible inserts from your favorite games and manufacturers, there's no better monthly resource than **GTM** to tap into to feed your gaming needs!

**GTM** provides both retailer and consumer-friendly information on product from a broad spectrum of publishers and manufacturers slated for **release within a two- to three- month window from the publication date**. While there will be the occasional exception, if you find something you want in our January issue, you can expect to see it release in your Friendly Local Game Store (FLGS) in March or April.

The material in **GTM** is presented in a practical, handy format to empower you with the knowledge to make confident, more informed buying decisions. However, every issue of **GTM** is somebody's *first* issue, so we want to make this experience both easy and enjoyable for all.

Ready to roll? Here's what you'll discover within the pages of your friendly neighborhood **Game Trade Magazine...**

## GAME TRADE MAGAZINE CONTENT

Each month, you will find content penned by your favorite manufacturers, tricks and tips from **GTM** contributors, and product reviews from gamers just like you. Here's the breakdown:

**From the Editor/Foreword:** In every issue you will find greetings and assorted musing from one of the members of the **GTM** Bullpen. Every now and then we will hide an "Easter Egg" in this section so be sure to give it a read!

**Cover Story:** Each month a different game or manufacturer gets top billing in **GTM** and this article is all about the awesome and incredible products or games you will find featured on our cover!

**Features:** Featured articles are contributions from the manufacturer and are selected by the **GTM** Bullpen as *especially* worth your time and consideration. Oftentimes, Featured articles are about key releases or expansions from fan-favorite manufacturers and publishers.

**Spotlights:** These are products that have released and are available at your FLGS or FLCS. Spotlight articles are authored by the manufacturers and often contain helpful hints, interesting back stories and more to help enhance your play experience.

**Previews:** These are articles directly from the manufacturers or publishers about all of the cool things they have coming down the pipeline. Products featured in these articles will often be the next HOT item to find in your FLGS or FLCS, so be sure to make a note so you won't miss out!



**Designer Diaries:** These articles are the **ULTIMATE** in the behind-the-scenes experience for games! Written by the designers themselves, **Designer Diaries** offer a sneak-peek into the minds of your favorite creators and are filled with insights, funny anecdotes and all the challenges to be overcome in order to make your favorite games.

**Reviews:** Industry professionals and gaming enthusiasts offer play-by-play commentary as they grab their dice, test-run a variety of board games, roleplaying systems and sourcebooks, and hobby accessories, and serve up no-nonsense, applicable advice and insight from their experience.



**Exclusives:** While virtually **ALL** of the content you'll find in **GTM** is exclusive to our pages, these articles are truly **only found in Game Trade Magazine**. Whether it be a heretofore unseen scenario for a fan-favorite game or an industry insider's tips and tricks, **GTM Exclusives** are a not-to-be-missed monthly resource!

**Games Section:** Here's a sneak peek at what's arriving — usually in 2-3 months — on your Friendly Local Game (FLGS) or Comic Store's (FLCS) shelves in the months to come, organized by manufacturer and game system. Each product listed in your **GTM** will include a brief description, a picture (when available!), the Alliance Game Distributors item code (for easy ordering at your FLGS!) and the price.



## HOW DO I ORDER FROM GAME TRADE MAGAZINE?

Did you see dice, miniatures, or games that capture your fancy that you'd like to purchase? Of course you did! But what do you do now?

It's easy! Whether you dogear the applicable pages or you make a list - just tote along your copy of **GTM**, inform your FLGS (or FLCS), and they'll order it for you. It's really that simple!

### GAMES

#### ALLIANCE GAME DISTRIBUTORS

##### SPOTLIGHT ON



ART FROM PREVIOUS ISSUE

**GAME TRADE MAGAZINE #203**  
GTM contains articles on tabletop, previews and reviews, game related fiction, and self contained games and game modules, along with subscription information on upcoming game releases.  
GTM 203 \$3.99

#### ALC STUDIO



**FIRETEAM ZERO: EUROPE CYCLE EXPANSION**  
From the Bloodlines in the Old Country! This first expansion to Fireteam Zero introduces the Bloodlines, another entirely new monster family! Plus, enhance your Specialists with all new powers! The Europe Cycle also includes four double-sided map tiles with new terrain, as well as new locations and adventures ("The Battle of Last Children", "Lightning Thief", and "The Last Roof").  
Scheduled to ship in November 2016.  
AUC FTZ02 \$19.99

**KEY**  
There are symbols and terms found throughout Game Trade Magazine. They mean the following:

**Offered Again (O/A)**  
These items have been offered before in Game Trade Magazine and are available again for you to order. Don't forget to order what you missed the first time.

**PI**  
Your store will set the price for all items labeled "PI". Check with your retailer.

### GAMES

#### INFLATABLE WW2

Scheduled to ship in November 2016.

**17POR SHELL (USED BY THE SHERMAN/FIREFLY)**  
AUC #HSH0003 \$15.00

**75MM AP SHELL (USED BY THE M4 SHERMAN)**  
AUC #HSH0001 \$10.00

**89MM SHELL (USED BY THE TIGER 1)**  
AUC #HSH0002 \$15.00

#### SPOTLIGHT ON



**JIM HENSON'S LABYRINTH: THE BOARD GAME**  
Will Sarah manage to defeat Jareth and his Labyrinth, or will the Goblin King turn her into a golden statue? You have fifteen hours to find out! Play with up to four friends in this fun family board game based on Jim Henson's beloved classic, Labyrinth. Scheduled to ship in November 2016.  
AUC #HLAB001 \$50.00

#### ALDERAC ENTERTAINMENT GROUP

##### SPOTLIGHT ON



**MYSTIC VALE: VALE OF MAGIC EXPANSION**  
The forces of nature and Gaea's blessings are not enough to stop the curse from spreading throughout the Valley of Vale! The druidic clans are now harnessing the power of arcane magic to rival the bright and hot land. While arcane magic offers tremendous power, it can quickly overwhelm those who are unable to control it. The Vale of Magic Expansion adds new advancement and role cards to the base Mystic Vale game, giving players more card-playing options and exciting new possibilities for powerful combat!  
AEG #M84 \$29.99



**SIEGE**  
Brave & Brave! As a would be King, you control a castle of brave warriors and crafty subjects. To win you must move your forces wisely, defend your opponent's plans, and strike when the opportunity presents. Lose your King and your opportunity to rule diminishes. Defeat your king and your place in history will be remembered forever! Siege is an elegant game of deception, intrigue, and deduction. Scheduled to ship in December 2016.  
AEG #S884 \$24.99

### GAMES

#### ASMODEE EDITIONS



**AYE DARK OVERLORD! (THE GREEN BOX)**  
No Evil Wizard or Dark Overlord throws in the towel after just one battle, and the fantasy storytelling game is back for round two with Aye Dark Overlord! The Green Box. Whenever an Evil Wizard goes to a rebellion or an Evil Duke kidnaps the wrong heir, someone has to take the blame. In Aye Dark Overlord, players tell their best excuses to an unforgiving master in the hopes that they won't be blamed for the latest failure of Evil to triumph over Good. Aye Dark Overlord! The Green Box is a new version of the game that's a complete game on its own, but can also be paired with The Red Box or the original Fantasy Flight Games version of the game for an even more varied! Scheduled to ship in December 2016.  
AEM #D11 \$24.95

#### ATLAS GAMES

##### OFFERED AGAIN

**O/A LOST IN R'LYEH CARD GAME (CALL OF CTHULHU)**  
It's a terrible and ancient city: risen from the depths of the Pacific by a great curse. There, Cthulhu lies both dead and dreaming, waiting to consume any who venture near. In Lost in R'lyeh, a card game of escaping dread Cthulhu and certain madness, players are trapped in H.P. Lovecraft's short story, "The Call of Cthulhu". From the mysterious discovery of a profane idol, to dreams of a dark cult, to London's cyclopean metropolis and Cthulhu's horrific emergence, no player can truly win, merely escape with their sanity - or be forever lost in R'lyeh!  
AUG 1370 \$14.95

#### AVALANCHE PRESS



**KOREAN WAR COUNTER ATTACK: A UNIT COMMANDER'S VIEW OF THE KOREAN WAR**  
Driven back into the Pusan Peninsula, American and South Korean forces - soon joined by British, Turkish, and other United Nations contingents - held the line, and in the fall of 1950 launched a powerful offensive against the North Koreans. With strong, head-to-head facing northward and other units landing by sea of Incheon, the United Nations rapidly turned their victory into a North Korean rout. Featuring Fourth Edition rules and full-color player aids, Counter Attack is a complete board game in the Panzer Commander series based on these famous battles. Scheduled to ship in January 2017.  
APL 0329 \$39.99

#### BATTLEFIELD PRESS



**D6 EDITION: NINJA HIGH SCHOOL: THE ANIME AND MANGA RPG**  
Celebrating 30 Years of NIS Manga Crusader! Jeremy Fahey's just your average high school kid living in Quetzana, your neighborhood small town. Then, two lovely young ladies enter his life: Ichika "Miss Eco" Shirokuni, heir to a ninja clan, and Princess Asuka of Salsaria. Both are intent on marrying him for their own benefit. Can Jeremy survive their affections and wesperry long enough to take that Geometry exam on Friday? Based on the fan-favorite comic book series created, written, and illustrated by Ben Dunn and powered by the D6 System, Ninja High School: The Anime and Manga Role Playing Game puts you in the driver's seat of the high-flying antics of NIS, complete with rules on how to build your own character, along with six different customizable archetype templates for quick play, such as Student, Teacher, Genius, Gun Buggy Ninja, and Mage. Scheduled to ship in December 2016.  
BPP #NHS1 \$29.95

### GAMES

#### BATTLEFRONT MINIATURES

##### DUNGEONS & DRAGONS: STORM KING'S THUNDER

Scheduled to ship in October 2016.

**FIRE GIANT**  
GFF #T053 \$40.00



**THE PRINCESS AND THE GOBLIN**  
Based on the wonderful children's tale by George MacDonald Young Princess Irene, sent away to the country to be raised in a place nestled into the side of a mountain, half farmhouse and half castle, has stumbled into a conspiracy - of Goblins! Really, Goblins! They will just threaten the king and his palace and, of course, Irene. Can you uncover the path home, or will the goblins catch you in The Princess and the Goblin. A Game of Daring Escape! Scheduled to ship in December 2016.  
MIP #WR0511 \$24.00

#### BEZIER GAMES



**NEW YORK SLICE**  
"Slice 'Em!" You've just been given a shot at being the head chef of the prestigious New York Slice pizza parlor. You and your fellow pizza chef wannabes just have to make the most amazing pizzas, one slice at a time! Scheduled to ship in January 2017.  
PSI #EZYSL \$29.95

#### BELLWETHER GAMES



**DROP SITE**  
Recipient of the Premio Archimede 2010 Carta Mundi Special Prize for Best Card Game, Drop Site is about coordinating humanitarian aid shipments. As paratroopers of aid drift spirally to matching targets on the ground, will your opponents cause your pockets to be left behind? Scheduled to ship in November 2016.  
BWP #BWD111 \$10.00

#### BRAIN GAMES



**GAME OF TRAINS**  
Be the first to get your train on line in ascending numerical order in Game of Train! Scheduled to ship in August 2016.  
RGP #175 \$12.95

**And be sure to ask your retailer about any related in-store events for your favorite games and products!**

## GAME TRADE MAGAZINE LEGEND

Throughout each issue of **Game Trade Magazine (GTM)**, you'll find a variety of terms that will help you in selecting items from the **Games Section**. Here's what they all mean!

## FEATURED ITEM

**Featured Item:** Featured Items are often key releases or expansions for HOT products or lines. These products are selected by the **GTM** Bullpen and deemed as exceptional values for your play experience and inclusion among your ever-growing library of games!

## OFFERED AGAIN

**Offered Again:** These products have been previously offered in **GTM** and are now available again. Did you miss it the first-time around? Here's your chance to get your copy!

## SPOTLIGHT ON

**Spotlight On:** These products have been deemed as not-to-be-missed by the **GTM** Bullpen and are highlighted to nab your attention. Be sure to check these items out!

**PI or Please Inquire:** Your FLGS or FLCS will set the price for all "Please Inquire" products. Be sure to check with your retailer for the price on these items. Otherwise the price listed will be the Manufacturer's/Suggested Retail Price (MSRP/SRP) for the product.

Would you like to receive Game Trade Magazine delivered directly to your home? Subscribe at [Store.GameTradeMagazine.com](http://Store.GameTradeMagazine.com).

Follow us on Facebook: [www.facebook.com/GameTradeMagazine](http://www.facebook.com/GameTradeMagazine)

Follow us on Instagram: [www.instagram.com/game\\_trade\\_magazine](http://www.instagram.com/game_trade_magazine)

Have a question or feedback for us? Contact us at [Editor@GameTradeMagazine.com](mailto:Editor@GameTradeMagazine.com)



# RUNEWAR

## MINIATURES GAME

RuneWars: The Miniatures Game | RWM01 | \$99.95 | Available Spring 2017

The tramping boots of marching warriors resounds through the forests and fields of Terrinoth. Soon, your players will have the chance to take their places as generals in *RuneWars: The Miniatures Game*, a rank-and-file miniatures game of epic fantasy battles for two players!

*RuneWars: The Miniatures Game* gives two players the chance to enter the fantasy realm of Terrinoth as commanders of massive armies, each battling to complete their objectives and destroy their opponent's forces. Using innovative command tools, players control every aspect of their units' actions, while elegant rules for both movement and combat keep the game flowing naturally. Two distinct factions offer utterly unique ways to play the game, and because all *RuneWars* figures come unpainted,

players are free to assemble and customize their army however they choose, offering the perfect gateway into the world of Terrinoth.

### TAKE COMMAND

In *RuneWars: The Miniatures Game*, players don't control small squads of figures, meeting by chance and skirmishing over inconsequential patches of land. Each player is the general of a grand army with dozens of figures arranged in measured ranks and files. Over the course of the game, players will lead these army blocks into battle, carefully wheeling and maneuvering into position, firing at range, and engaging in brutal melee combat.

Precise command of units on the battlefield is crucial to winning any game of *RuneWars*, and with the game's innovative command tools, players can carefully control every aspect of their units, without bogging down the game. At the beginning of each round, players must use their command tools to set an action for their units. This could mean marching, reforming the unit, launching a charge, making a ranged attack, or engaging in melee combat. Then, players must select a modifier, helping them tailor their decisions to the exact battlefield situation. These modifiers could boost a unit's defense, inflict more damage, inspire panic in enemy units, or even grant additional actions!





What's more, every unit in the game features an entirely unique command tool, which means that leading Spearmen into battle feels very different from controlling a monstrous Carrion Lancer.

Once players have selected their actions, they'll quickly see the consequences of their choices. Moving units is resolved quickly and easily, using preset movement templates. To move a unit, a player simply aligns his template with the front of a unit, then slides the unit along the template to its end. Movement can be completed in seconds, rather than laboriously measuring and remeasuring movement for every figure.

Combat in *RuneWars* is similarly streamlined, while sacrificing none of the depth of strategy and realism that sets miniatures games apart. As a player's units attack, that player will roll dice to deal damage, trigger special abilities, and panic enemy units. The size and composition of a player's units can also come into play during combat. Obviously, larger units can absorb more damage, but they can also deal more damage or make more consistent attacks, depending on the width and depth of the unit!

## CUSTOMIZE YOUR ARMY

The game of *RuneWars* is not just played on the battlefield, as armies clash in mortal combat. It's also played out individually, as players carefully choose the figures that they'll include in their armies. Two distinct factions enter the game in the *Core Set*—the Daqan Lords and the undead legions of Waiqar the Undying—and each

faction has a very unique playstyle. With powerful heroes and units as varied as Reanimates and Rune Golems, players can create an army that's exquisitely customized to their personal preferences.

Once a player has chosen the units for his army, there are still plenty of choices to make.

Units can be upgraded with better armor, terrifying heraldry, or unique gear to give them any advantage on the field of battle. And even after a player has made all of the gameplay choices for his *RuneWars* army, the blank canvas of unpainted figures means that every player has a chance to create an army with an unmistakable personality.

## A NEW AGE OF WAR

The next great age of war is sweeping over Terrinoth, as Waiqar's legions threaten the borders of the Daqan Lords. Prepare for a world of epic, rank-and-file miniatures combat with *RuneWars: The Miniatures Game*!

...



FANTASYFLIGHTGAMES.COM

TM/® & © 2016 Fantasy Flight Games.





# DEADPOOL & X-FORCE HEROCLIX



**MARVEL HEROCLIX: DEADPOOL AND X-FORCE BOOSTER BRICK**  
**WZK 72536 ..... \$129.90 | Available February 2017!**

Deadpool is back and ready to break the fourth wall in *Marvel HeroClix: Deadpool & X-Force*! WizKids will be releasing this new 5-figure booster in February 2017 with pre-release events around the world. This new set includes many of the teams that Deadpool has appeared on, as well as many of his friends, henchmen, and foes! Sub-themes of the set include X-Force, Mercs for Money, X-Statix, and the Deadpool Corps! We are going to start off our *Marvel HeroClix: Deadpool & X-Force* previews with the Merc with a Mouth, himself, and one of founding members of the original X-Force, Cannonball!



**DEADPOOL**



First up, let's look at one of the many Deadpool figures in this set! This version of Deadpool comes in at 75-points with standard combat symbols on his dial and a range value of 7. One of his main traits is *Shifting Focus: Deadpool!* Once per turn, if Deadpool begins the turn on the map, he is given a free action to replace himself with a different character with the *Shifting Focus: Deadpool* trait! This allows him to switch to a different version of himself for any situation, including making close or range attacks, healing, and moving into position.

This version of Deadpool focuses on moving around the map to leap into the battle (or out of harm's way). His special movement power, *Yoo Hoo! I'm Over Here Now Spanky*, allows him to use *Phasing/Teleport* normally or as a free action. If he uses it as a free action, he rolls a d6 and replaces his speed value with that result. This provides him a great way to get around even if he has two action tokens or is adjacent to an opposing character. Deadpool's dial is filled out with other standard powers including *Super Senses* at the beginning and tail end of his dial, *Combat Reflexes* and *Exploit Weakness* mid-dial, *Shape Change* on a few clicks, and regular *Phasing/Teleport* on his last two clicks. With the *Shifting Focus* trait, Deadpool can change up his strategy to fit any situation he finds himself in. He thrives when getting into positions to attack, scampering away to heal himself, and making close or ranged attacks to capitalize on any weaknesses he can find. If you want to see all of the cool stuff that Deadpool can do with *Shifting Focus*, keep your eyes peeled for additional previews! For themed team building, Deadpool has X-Force for non-generic themed teams, and *Assassin*, *Detective*, and *Solider* for generic themed teams.



**CANNONBALL**



Next up, let's take a look at our X-Force team member, Cannonball! As usual, Cannonball is all about flying by quickly and knocking people away. He comes in at 75 -points with the X-Men team ability. He doesn't have any traits, but instead has three special powers on his dial. On his first three clicks, Cannonball has a special movement power called *Blast-Off Beatdown*, which allows him to use *Charge*, *Force Blast*, and *Improved Movement: Ignores Characters and Ignores and Destroys Blocking Terrain*. Also, when he moves four or more squares in a direct path, this power increases his attack and damage values by +1 during that turn. To complement this effect, Cannonball also has a special defense power (*Blast Shield*) which gives him *Energy Shield/Deflection* and *Toughness*. Additionally, like *Blast-Off Beatdown*, if he moves four or more squares in a direct path, he can use *Invulnerability* instead of *Toughness* during that turn. First, Cannonball's offensive powers will knock his opponents away, then his defense powers will protect him from their ranged attacks, so he's more likely to do it again! He can also break away automatically with *Improved Movement: Ignores Characters* to make sure he gets the bonuses for moving four squares in a direct path. Cannonball's special damage power *External* only appears on his last click. It serves as a once-per-game STOP click, and gives him *Regeneration*. He can use *Regeneration* normally or as a double power action, and if he uses it he doesn't subtract two from the result. The rest of Cannonball's dial has standard *Charge*, *Combat Reflexes*, *Close Combat Expert*, *Empower*, and *Earthbound* on his last click. He also has access to the X-Men team ability to heal himself or another character with a Wildcard team ability. Lastly, for themed team building, Cannonball has four non-generic keywords to build with: *Hellions*, *New Mutants*, *X-Force*, and *X-Men*.

Thanks for joining us for our first preview of the upcoming *Marvel HeroClix: Deadpool & X-Force* set. Be sure to visit the WizKids Info Network at [win.wizkids.com](http://win.wizkids.com) to find Friendly Local Game Stores hosting *HeroClix* pre-release events near you. Until then, be on the lookout for more *Shifting Focus: Deadpool* and *X-Force* team figures as we continue to reveal more of *Marvel HeroClix: Deadpool & X-Force* on [HeroClix.com](http://HeroClix.com).





# Castles of Caladale



Rebuild the Magic  
Feb. 2017

[www.renegadegames.com](http://www.renegadegames.com)



RENEGADE  
GAME STUDIOS





## The Path to Victory

The 2016 Catan® World Championship (CWC) was held at the Strater Hotel in Durango, Colorado. On September 23-25, 60 players from 34 countries gathered to determine who would be the next Catan World champion. After 4 intense qualifying rounds on Saturday, 16 players advanced to play in the semi-finals the next day. Then, the winners of each of those 4 win-or-go-home games sat down Sunday afternoon for one last match. Coming from behind in the dramatic final game, William Cavaretta from the USA emerged victorious!

## The Qualifying Rounds

Starting off against players from Australia, Thailand, and South Africa, William won his first game (10 / 8 / 7 / 6). While two other players faced off for longest road, he cruised to victory with 2 cities, 2 settlements, largest army, and two VP cards. (see 1st illo)



In his second game, facing players from Canada, Switzerland, and Norway, William did what he could. But, he only managed to get 7 points in a game (10 / 7 / 7 / 5) dominated by the Canadian, Michael From.

His next game pitted him against players from Brazil, Mexico, and the Netherlands. This time he won quickly (10 / 8 / 7 / 5) with 3 cities, 2 settlements, and longest road. He built a settlement to cut an opponent's "5" longest road and took longest road with only 5 road! (see 2nd illo)



In his final qualifying game, his opponents were from Portugal, UK, and Mexico. Ricardo Jorge Gomes (Portugal) won going away in a blow-out (10 / 6 / 6 / 5). Fortunately for William, his two earlier victories were enough to propel him into the round of 16.

## The Semi-finals

In his semi-final game, William squared off against Chi Wai Chan (China), Renars Freidensons (Latvia), and Simon Pluer (Australia.). He managed to win (10 / 8 / 8 / 5). This time he built only 2 roads, built only 2 settlements, and upgraded to cities twice. William focused on development cards—largest army and 2 VP cards were his margin of victory! Early in the game William grabbed largest army. His 4 knights fended off Renars and Simon who each ended the game with 3 knights. Chi also mounted a charge with longest road and a larger production base, but it was not enough.



## The Finals



The final 4 players William (L-R) were Raul Fernandez Menendez (Spain), Hisatake Do (Japan), Petr Frajvald (Czech Republic), and William. Each player had run the gauntlet of the qualifiers, and had survived the do-or-die semi-finals. They were all ready and eager to face the ultimate challenge.

Raul was the early leader. It looked like Raul might repeat the results of his semi-final game. He had doubled up on 9s and had ridden a wave of 9 rolls to a quick victory. However, in the final game it was William who doubled up on the 9s. Coincidence or a bit of the old ultra-math? You be the judge.

In the mid-game, Raul stalled and the other players reeled him in. He reached 9 points (3 cities, 1 settlement, and longest road), but the others had closed the gap. Hisatake had 6 points and was challenging Raul for longest road. Petr had 7 raw points, a knight, and a down card. William had 3 cities, 2 knights, and a couple of down cards.

In the dramatic final turn, William took largest army. Then he built a settlement—bringing him to 9 points. After hesitating for a few seconds, he flipped a VP card. 10 points! The victory! A new Catan World Champion! The crowd roared!





KLAUS TEUBER'S

# CATAN

— EXPANSION —

## EXPLORERS & PIRATES

EXPLORE.  
DISCOVER. SETTLE.

Traverse the treacherous seas to find  
new islands full of bounty, promise, and adventure.

CATAN  
STUDIO  
catanstudio.com

CATAN  
catan.com

Copyright © 2016 Catan GmbH and Catan Studio, LLC. Catan,  
Catan Expansion Seafarers, and the "Catan Sun" mark are trademark  
properties of Catan GmbH (www.catan.com). All rights reserved.



# MONSTROUS

UNLEASHES MYTHIC MAYHEM ON TABLETOPS!

## MONSTROUS

COL GGP001 ..... \$29.99 | Available February 2017!

Being an all powerful God in ancient Greece comes with some pretty sweet perks. It can even go to your head a bit, looking down on those silly humans making sacrifices and offerings just to appease you. However, sometimes faith can be fleeting. Zeus has become unhappy with the level of dedication being displayed by the mortals lately. He's made an order for a show of power that will restore the awe and belief that he's become accustomed to. By his decree, players will rain down monstrous creatures from on high to remind people who's in charge of the world. Time to introduce a little bit of chaos!

From CMON Games and Good Games Publishing, *Monstrous* is the thinking player's dexterity game, with a ton of strategy to consider on every turn. Players become Greek Gods, throwing classic mythological Monster cards from atop Mount Olympus on to ancient sites. They'll fight for control of the different locations to earn Faith points. At the end of the game, the player who has earned the most Faith will win God-like victory!

"We settled on Greek mythology within 30-minutes of the first creative push for the game. We considered Cthulhu or Norse themes, but mythic Greece won hands down," said Kim Brebach, designer of *Monstrous*. "The fact that you play giant gods hurling monsters down to Earth at the mortals just fits so well with the fundamental physical and mental experience of the game."

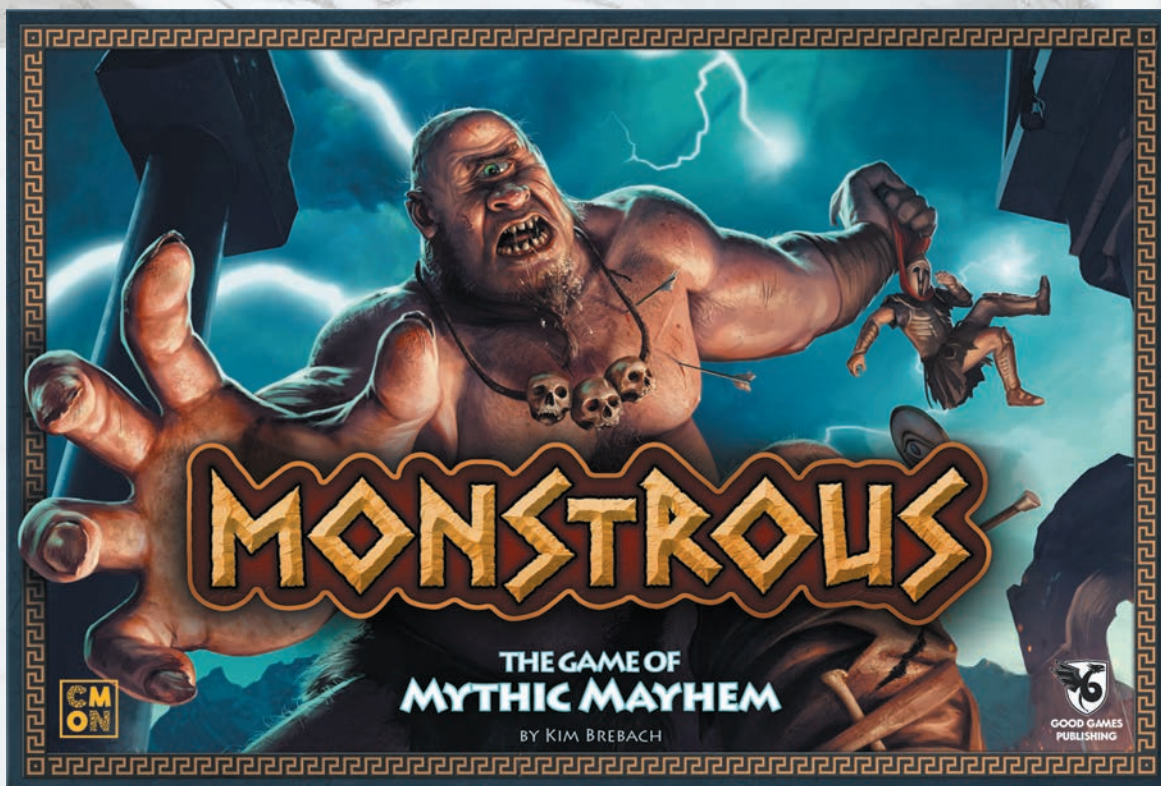
You'll start with a deck of twelve different Monster cards pulled directly from Greek mythology. Each Monster has a thematic ability, triggered at different times. For example, Gorgons kill whatever Monsters hit them; the Cyclops picks up other Monsters and throws them; and Harpies steal offerings made to other gods.

"*Monstrous* is fast to play, with players standing and moving around the table, throwing and resolving their turns in under 30-seconds. It's tactical, dynamic, and replayable with a range of location based scenarios," explains Kim.

The target area for the Gods is created with Location cards. The different Greek sites, like Sparta, Athens, and Corinth, all have a location power that can be used when a Monster lands on it, allowing you to do things like force other players' Monsters to be discarded, draw more cards, or even take a Monster from your Graveyard. Locations also earn you Faith points when you've launched a successful attack against them.

During your turn, you'll toss one of the three Monsters in your hand, but there is a lot to think about before you let fly. Based on the current state of Greece, you may want to avoid certain locations if they are covered by trap Monsters, or you may try to land on a location that will unlock a special power or earn you a bunch of Faith.

Besides being a fair distance from the table, there are no rules about how you toss your Monsters. The rulebook suggests removing the chairs from around the table (you really won't need them) and taking a few practice throws to get the feel. As you'd expect, Kim has mastered his own throwing technique.







"I've seen a few styles work, but I rely mostly on spin-throwing the card up from table height to arc down on top of the target. This minimizes sliding and overshooting once you've got your parabola targeting tuned in."

*Monstrous* is unique in the dexterity game genre because getting the technique down is only half the battle. You still have to figure out the best strategy to attack the board with.

The battles get pretty intense with some nail-biting tosses that can decide the fate of the game. A successful throw or a near miss is a white knuckle affair. With each player drawing from their own deck, the Monsters will come out at different times. Every game is going to have you figuring out a new strategy. Getting the right Monster at the right time can be really helpful, but you still have to make the throw.

*Monstrous* will make you feel like a God, but when you're competing with a bunch of Gods, winning will come down to a matter of faith! Look for *Monstrous* in Q1 of 2017 from CMON Games and Good Games Publishing.

...

Sean Jacquemain is a Content Producer for CMON, and Managing Editor and photographer of The Daily Worker Placement blog. He lives in Toronto, where he worked as a Game Guru and Manager at Snakes and Lattes Game Cafe.





# THE CAPTAIN IS DEAD



## THE CAPTAIN IS DEAD

AEG 5897 ..... \$49.99 | Available April 2017!

*The Captain is Dead* puts you in the middle of the action as the crew of an intrepid and — dare we say — enterprising space vessel which has suffered a catastrophe during its years-long journey through space: while under attack from menacing aliens, the Captain was killed! Now it's up to you, the remaining crew, to repair the jump drive and get to safety before aliens destroy the ship. You were trained by the best, you can do this!

*The Captain is Dead* is a cooperative game of survival — in space. Players take on the roles of crewmembers, including the security officer, chief engineer, and visiting admiral — and even less-than-glamorous positions such as ensign and janitor. However, each role brings unique abilities to the table, and you'll have to work as a team to avoid destruction!

To win the game, you have to get the ship's jump drive back online. Should the ship take a hit after it's shields are reduced to 0%, you lose. Your ship has several rooms and systems that will help you through the assault and in your efforts to repair the drive. For instance, the Science Lab can upgrade your systems, while the Medical Bay can revive wounded players. The Cargo Hold has all sorts of useful tools and weapons (should you be boarded). However, these high-tech systems are somewhat delicate when bombarded with enemy lasers. Occasionally, a system may go offline, and you'll lose the benefits of it until a player manages to repair it — if you even have time to do so!

Every turn, you resolve an "Alert" card — some new catastrophe that adds to the growing tension. A blast may damage your shield, a system may go offline, aliens may board, or you may even be impacted by an anomaly in space, itself! However, the External Sensors let you see the next two Alerts coming, and prepare for them... provided that the External Sensors stay online, of course. Lose them, and you'll never know what hit you! The Yellow Alerts are manageable, the Orange Alerts are a little dicier, and if you get the Red Alerts, well... the fleet appreciated your service, and will inform your loved ones.

Each player has a limited number of actions they can take per turn,



and using them effectively is key. Spend too long running from one end of the ship to the other, and you'll run out of time before you can actually accomplish repairs. And, of course, some Alerts will have aliens board the ship! They can't directly harm you, but you can't do anything while in a room with an alien — except to shoot it! They can deprive you of precious time, especially if they beam into crucial areas such as the Engineering Room.

Engineering is where the game is won or lost. The number of repairs needed to get the jump drive online can be varied based on the level of challenge you desire, but even the easier difficulties are not to be taken lightly! Not only do the players have to run back and forth to get Engineering cards to enact the repairs (all while dealing with alien shenanigans), there's always a chance for a core leak that will seal off the Engineering Room. Lots of fun, when half the ship is on fire!

Now, you may be thinking, "Well this just seems impossible." But you're an expert crew — the impossible is your specialty! With the right team working in unison, you just might survive to make it back to Earth in one piece, even though the captain is dead!

...







## DON'T PLAY GAMES WITHOUT US!

Arcane Tinmen Board Game Sleeves are designed to protect your board game cards from the wear and tear of play use.

Using sleeves will prolong the life of your cards so that you may enjoy your games for many years.

■ Large	BSG402	\$4.99	Fits cards 59x92mm
■ Medium	BSG403	\$4.99	Fits cards 57x89mm
■ Small	BSG404	\$3.99	Fits cards 44x68mm
■ Mini	BSG405	\$3.99	Fits cards 41x63mm
■ Standard	BSG406	\$4.99	Fits cards 63x88mm
■ Ex. Large	BSG407	\$5.99	Fits cards 65x100mm
■ Oversize	BSG408	\$7.99	Fits cards 82x124mm
■ Square	BSG409	\$4.99	Fits cards 69x69mm





# MUMMY'S MASK

## BASE SET

**PATHFINDER ADVENTURE CARD GAME: MUMMY'S MASK BASE SET**

**PZO 6030 ..... \$59.99 | Available Now!**

Unwrapping at traders this fall is the *Mummy's Mask Base Set*, the fourth core release for the highly popular *Pathfinder Adventure Card Game* (PACG). Paizo Inc., the creators of the *Pathfinder Roleplaying Game*, have once again teamed up with the designers at Lone Shark Games to bring you the most exciting card game experience possible.

*Mummy's Mask* combines the best parts of classic fantasy and Egyptian-inspired mythology. The set starts with your characters guiding a caravan through the desert toward a massive necropolis. Once there, you become a tomb raider in an exciting lottery to investigate and plunder the tombs below. Over the course of several adventures (releasing monthly through March 2017), you uncover a conspiracy: a cult that worships a long-dead pharaoh is conspiring to begin a new reign of the undead. When pyramids start flying, you'll know you're in a land of high stakes.

If you've never tried the *Pathfinder Adventure Card Game*, *Mummy's Mask* is the best place to start. Each player has a unique character with a highly modifiable deck of cards, and the players all work together to defeat one of dozens of wildly varying scenarios before time runs out. Characters grow over time, reshaping their powers and their decks as the scenarios get more diverse and more challenging.



*Mummy's Mask* makes this journey even easier than past base sets. It includes a quick-start guide with a pre-built starting scenario and characters, so you can dive in without any rules knowledge. The advancement curve and difficulty in this set has been designed so that first-time players will enjoy all the gameplay that has *Pathfinder Adventure Card Game* fans coming back for more.

"Easy to learn and surprisingly deep, *Mummy's Mask* scratches those hard-to-reach gaming itches," says set lead designer Liz Spain. "Carefully distilled from the finest essences of the classic fantasy tabletop roleplaying game, buildable card games, and roguelike adventures, it's the culmination of why the *Pathfinder Adventure Card Game* just keeps getting better."



To that end, there are a lot of new mechanics in this set. For the first time ever, the trader card type allows PACG players to sell cards they acquire while exploring locations. Additionally, cards reward you for making precise rolls, and some cards attack you for just *looking* at them. Characters have dramatically new mechanics that have never been seen, like the iconic kineticist Yoon from *Occult Adventures*, who channels blessings to burn monsters to the ground. This set adds never-before-seen scenario types that turn expected gameplay on its







head, such as the defensive stance that requires players to hold the line against an onslaught of monsters.

"We went a little nuts with this one," says Mike Selinker, the game designer who created the adventure card game genre. "Our designers wanted to find out how far this system could go without breaking, and they pushed everything to the limits. If you haven't played the game for a while, you will be blown off your chair by how cool and weird it is."



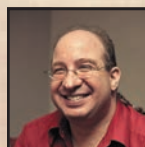
Mummy's Mask is supported by Paizo's world-renowned Pathfinder Society Organized Play Program. Throughout the fall and winter, the *Season of Plundered Tombs* — the fourth full season of adventures perfect for home play and retail store game nights — will give players reasons to play the game every week.

The set is compatible with all 20 Pathfinder Adventure Card Game class decks, from the first wave of decks such as Wizard and Bard to the brand-new Summoner and Warpriest decks. Plus, there are more than a dozen promo cards available for true fans of the game.

"For the Pathfinder Adventure Card Game, we've now created four full sets of cards, four full seasons of organized play, and 20 class decks, and our friends at UltraPRO and Obsidian Entertainment have created dozens of auxiliary products," Selinker says. "I don't think any of us on the design team ever thought this game would grow so big and entertain so many people. I'm thrilled that we're able to bring a set as thrilling as Mummy's Mask to all our longtime fans and a whole new generation of Pathfinder Adventure Card Game players. Buckle up, because it's gonna be a crazy ride."

...

Mike Selinker is the president of Lone Shark Games. Games he has designed and developed include the Pathfinder Adventure Card Game, Betrayal at House on the Hill, Unspeakable Words, and Lords of Vegas.





# Harry Potter

## HOGWARTS BATTLE

**HARRY POTTER HOGWARTS BATTLE DECKBUILDING GAME**  
**USO DB010400..... PI | Available Now!**

Hi, I'm Kami Mandell and I started working at USAopoly way back in 1998 as a graphic designer. Since then, I got married—16 years this year — gave birth to two bouncing baby girls—now 13 and 10 — and played more games and had more fun than anyone has the right to do (at work). I now spend most of my time developing games. With *Harry Potter: Hogwarts Battle*, I had the opportunity to work on both design and development.

From the moment I learned we were able to create a new *Harry Potter* game, I was beyond excited. The game would marry one my biggest fandoms with the games I love to create. Having read each of the books numerous times and watched the movies over and over again, I knew the game had to be as true to the original story as possible. I wasn't going to be happy with anything less, and I didn't want any other *Harry Potter* fans to be disappointed either.

Now that the game is in stores and fans have had a chance to play, I'd like to unlock some of the secrets of the game design and development.

**First, the game wasn't originally designed to be a seven-part game:** When we originally tried to explain the full Game 7 rules to *Harry Potter* fans (who weren't game players) and received blank stares, we realized it was easier to share little bits of information at a time to speed up the learning curve. When we got to the point where the content was broken out into four boxes, we knew we had to introduce three more to be true to the story.

**You may notice that the cards age:** Just as the first movie was a sweet story about a boy discovering who he was, the first game cards have that same perfect quality. By the time you open Game 7, the cards are grittier. The background on the four Hero cards changes to a castle on fire. The Hogwarts crest on the Location card back is fully engulfed in flames, and those cards are designed to look singed on the edges.



**The colors chosen for the cards are loosely based on the four Houses:** As you might expect, the Villains are green (Slytherin), Spells are red (Gryffindor), Allies are blue (Ravenclaw), and Items are yellow (Hufflepuff). It would have been truer to the nature of the Houses to swap the colors of the Items and Allies, but when we looked at the characters on the yellow background we found there wasn't enough distinction.



**All the *Hogwarts* cards are great for deck-building:** However, once you get to Game 3 it will become more important to focus on the types of cards you are acquiring. For example, Hermione is strongest when she has mostly spells in her deck. If given the choice between the Item *Quidditch Gear* or the Spell *Reparo!*, she will benefit most from acquiring the Spell. And although he might be terrible on a broom, Neville would do better with the *Quidditch Gear*.

**Try to stay on the first Location:** Each game starts with a Location that states to reveal one Dark Arts event. If you lose that Location early, it will be exponentially harder to win the game. Before deciding where to assign your attack, look at the rewards on the Villain cards. If one of them states to "Remove 1 Control from the Location", it could work in your favor to attack that Villain first.

**I can't stress enough the need to work together:** It may seem like a strange thing to remind you of in a cooperative deck-building game, but many of the cards allow you to help other Heroes. Do it! Get in the habit of playing as a team in the early games, because in order to win in the later games you will need to. That extra Influence might give another player enough to acquire Molly Weasley (6 Influence) or Albus Dumbledore (8 Influence). Both of which will help ALL the Heroes.

**Would you believe that Gilderoy Lockhart was originally a Villain?** In a world of good versus evil, it is should be easy to place each of the characters into the category of Ally or Villain, but sometimes it's not. Lockhart is one such example. When play testing the game a few of our testers were extremely adamant that Lockhart wasn't a Villain, despite trying to cast the Obliviate curse on Harry and Ron. After enough feedback, we moved him into the Hogwarts deck as an Ally. Which deck would you have voted to put Lockhart in?

I hope you've enjoyed learning some of the insider secrets in *Harry Potter: Hogwarts Battle* and I look forward to hearing about your own adventures with the game. Share your adventures on @USAopoly #HogwartsBattle!

...

*Kami Mandell is a wife and mother of two girls ages 11 and 13. She began working at USAopoly in 1998 in the graphics department and now spends most of her time designing and developing board games. Her favorite games include Telestrations, CLUE: Firefly Collector's Edition, and Harry Potter: Hogwarts Battle.*





## ALLIANCE GAME DISTRIBUTORS

## SPOTLIGHT ON



ART FROM PREVIOUS ISSUE

### GAME TRADE MAGAZINE #203

GTM contains articles on gameplay, previews and reviews, game related fiction, and self contained games and game modules, along with solicitation information on upcoming game releases. GTM 203 ..... \$3.99

## 4 WINDS FANTASY GAMING

### 4SAKEN

Based on the 4C System for superhero roleplaying, 4Saken is a toolkit for crafting and playing your own horror-genre campaigns. Scheduled to ship in February 2017.

S2P 4WF213 ..... \$19.99



## ARCKNIGHT

### FLAT PLASTIC MINIATURES

Scheduled to ship in February 2017.



### ANCIENT EVILS

S2P ARCFANE-R ..... \$30.00



### MANKIND

S2P ARCFMKD-R ..... \$30.00



### THE GROVE

S2P ARCFGRV-R ..... \$30.00



### UNDERGROUND

S2P ARCFUNG-R ..... \$30.00



### WILDLANDS

S2P ARCFWLD-R ..... \$30.00

## ASMODEE EDITIONS



### BRAINTOPIA

Braintopia is a fast-paced brain bender comprised of eight different challenges testing your mental focus, flexibility, and speed. Up to six players race through a deck of cards, fighting to keep up with the ever-changing mini-games while solving the puzzles faster than their opponents. Collect brain tokens by beating a single *Tactile* challenge or claiming a pair of cards from any of the other seven games: *Memory*, *Maze*, *Color*, *Coordination*, *Duplicates*, *Frequency*, and *Reasoning*. Scheduled to ship in February 2017.

ASM BRN01 ..... \$14.99



### CONAN: KUSHITE WITCH HUNTERS EXPANSION

The Overlord gains more of both swords and sorcery with the *Kushite Witch Hunters* collection for Conan. Its four distinctive miniatures, each of which comes with its corresponding unit tile, allow you to push the heroes to their limits with powerful spells and precision strikes. Sorcerer Shubba wields powerful magic, while skilled warriors Shafiah and Ghayoor strike with deadly precision, and Afari makes the heroes pay dearly for their insolence with his deadly counterattacks. Altogether, these units introduce a wide range of new abilities, and their distinctive miniatures immerse you deeper in the game's Hyborian adventures. Scheduled to ship in February 2017.

ASM CON08 ..... \$24.99

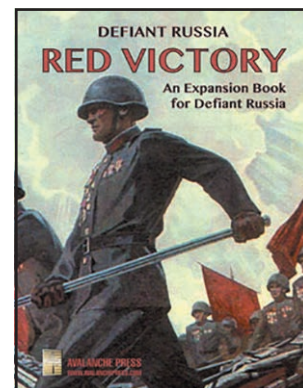


### CONAN: DICE PACK

When you find yourself with your back against the wall amid the pulse-pounding, asymmetrical battles of the *Conan* board game, you'll be thankful for the new dice from the *Conan Dice Pack*! Your adventures may vary wildly from scenario to scenario, but there's always action, and the six custom dice from the *Dice Pack* allow your heroes and Overlord, alike, to attack, counterattack, cast spells, and reload their crossbows faster and with deadlier precision than ever! Scheduled to ship in February 2017.

ASM CON18 ..... \$9.99

## AVALANCHE PRESS



### DEFIANT RUSSIA: RED VICTORY - AN EXPANSION BOOK FOR DEFIANT RUSSIA

In June 1944, the Red Army opened a massive offensive known as Operation Bagration. Designed to expel the Hitlerite hordes who had invaded Mother Russia three years earlier, the attack began a series of victorious offensives that only ended with the capture of Berlin less than a year later. An expansion book for *Defiant Russia*, *Red Victory* adds the 1944-45 final campaign of the Great Patriotic War. Scheduled to ship in January 2017.

APL 0866 ..... \$34.99

## BREAKING GAMES



### CONVERT

Take the addicting play of *Tetris*, and the accessibility of *Connect 4* and you get *Convert*. In this clever game, use special reasoning to place chunky wooden blocks for points. Scheduled to ship in November 2016.

BRK 1333 ..... \$29.99



# BUFFALO GAMES



## BRAIN GAMES: KIDS

Congratulations! You are the proud owner of the most powerful and complex supercomputer ever - YOUR BRAIN! It controls your entire body, everything you think and do, plus it makes you, YOU! Based on the Emmy-nominated National Geographic Channel TV series *Brain Games*, *Brain Game Kids* gets in your head and reveals the inner-workings of that three-pounds of tissue sitting between your ears! With *Brain Game Kids*, you can see how you stack up in three mind-bending categories: Body Language, Brain Benders, and Puzzling Pictures! *Brain Game Kids* will blow your mind! Scheduled to ship in January 2017.

BFG 132 ..... PI



## KLASK

In *KLASK*, an epic, award-winning, fast-paced, tabletop version of Air Hockey, challenge your opponent in a game of tactic, speed, and loudness! Scheduled to ship in January 2017.

BFG 182 ..... PI

## 300 PIECE PUZZLES

Scheduled to ship in November 2016.



## SNOW BROTHER

BFG 2473 ..... PI



## VIVID: COFFEE AND DONUTS

BFG 2727 ..... PI

## 500 PIECE PUZZLES

Scheduled to ship in November 2016.



## HIDDEN TIGERS

BFG 3772 ..... PI



## TROPICAL PARADISE

BFG 3771 ..... PI

## 750 PIECE PUZZLES

Scheduled to ship in November 2016.



## CASTLE DREAM

BFG 17058 ..... PI



## PANORAMICS - CHRISTMAS VILLAGE

BFG 14043 ..... PI

## SPLASH OF COCA-COLA

BFG 2474 ..... PI



## PANORAMICS - FREEDOM'S PROMISE

BFG 14055 ..... PI



## PANORAMICS - HOLIDAY PUPPIES

BFG 14047 ..... PI



## PANORAMICS - MEADOW'S EDGE

BFG 14039 ..... PI



## PANORAMICS - TOM BUBO'S THE INVITATION

BFG 14060 ..... PI

## 1000 PIECE PUZZLES

Scheduled to ship in November 2016.



## CHURCHYARD CHRISTMAS

BFG 11440 ..... PI



## FASHION FABULOUS BARBIE

BFG 11663 ..... PI

## WATCH YA MOUTH

In the hilarious party game *Watch Ya Mouth!*, teams of players, hampered by cheek retractors, attempt to read and correctly interpret phrases like, "warm beef meatballs" or "there's a wasp in my Pepsi." Scheduled to ship in December 2016.

BFG 141 ..... PI



## GOVERNOR'S PARTY

BFG 11388 ..... PI



## NATURE BOY: GLITTER EDITION

BFG 11727 ..... PI



## OCEAN OF DREAMS: GLITTER EDITION

BFG 11728 ..... PI



## THE THREE GRACES: GLITTER EDITION

BFG 11726 ..... PI

## 2000 PIECE PUZZLES

Scheduled to ship in November 2016.

## TIMES SQUARE

BFG 2062 ..... PI





## BUSHIROAD



### CARDFIGHT VANGUARD TCG: GEAR OF FATE BOOSTER PACK DISPLAY (12)

NOTE: This item is sold to retailers in full displays. Please contact your retailer for availability.

YCW 403050-D ..... PI



### CARDFIGHT VANGUARD TCG: REVIVAL COLLECTION PACK DISPLAY (10)

NOTE: This item is sold to retailers in full displays. Please contact your retailer for availability.

YCW 403081-D ..... PI



### CARDFIGHT VANGUARD TCG: TOUKEN RANBU ONLINE 2 BOOSTER DISPLAY (12)

NOTE: This item is sold to retailers in full displays. Please contact your retailer for availability.

YCW 403395-D ..... PI

### CARDFIGHT VANGUARD TCG: TOUKEN RANBU ONLINE TRIAL DECK DISPLAY (6)

NOTE: This item is sold to retailers in full displays. Please contact your retailer for availability.

YCW 403388-D ..... PI



### CARDFIGHT VANGUARD TCG: TRUE ZODIAC TIME BEASTS TRIAL DECK DISPLAY (6)

NOTE: This item is sold to retailers in full displays. Please contact your retailer for availability.

YCW 403043-D ..... PI

### FUTURE CARD BUDDYFIGHT TCG: SHINE! SUPER SUN DRAGON! BOOSTER PACK DISPLAY (30)

NOTE: This item is sold to retailers in full displays. Please contact your retailer for availability.

YCW 403425-D ..... PI

## WEISS SCHWARZ TCG: TO LOVE RU DARKNESS 2ND BOOSTER PACK DISPLAY (20)

NOTE: This item is sold to retailers in full displays. Please contact your retailer for availability.

YCW 278888-D ..... PI

## CATALYST GAME LABS



### MASTER OF ORION: CONQUEST DBG

Scheduled to ship in March 2017.

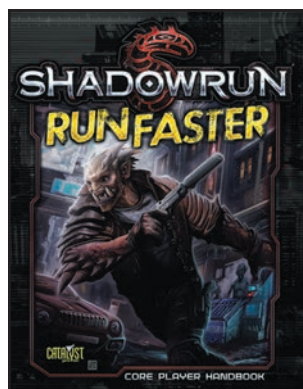
PSI CAT15000 ..... \$19.99



### SHADOWRUN RPG: BOOK OF THE LOST HARDCOVER

Scheduled to ship in March 2017.

PSI CAT27452 ..... \$39.99



### SHADOWRUN RPG: RUN FASTER

Every step, every advantage, every millisecond counts! The streets of the Sixth World are mean, and if runners want to stay alive, they need every advantage they can get to gain a step on the opposition. Fortunately, *Run Faster* is full of them. With it, players can learn about more metatypes for characters, acquire new qualities, and dabble with the dangerous and deadly Infected. *Run Faster* also has advice on fleshing out characters of different metatypes, expanded content and lifestyle rules, and alternate character creation methods to help ensure that players can build exactly the character they want.

Scheduled to ship in March 2017.

PSI CAT27004S ..... \$39.99

# Every Game IS A Party!



www.renegadegames.com

GAMES

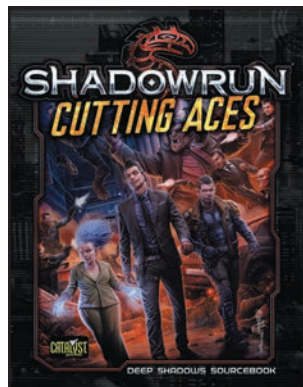
IF YOU ARE INTERESTED IN WHAT YOU SEE ON THESE PAGES, ASK YOUR LOCAL RETAILER TO RESERVE IT FOR YOU!

WWW.GAMETRADERMAGAZINE.COM

GT  
JAN  
2017

25



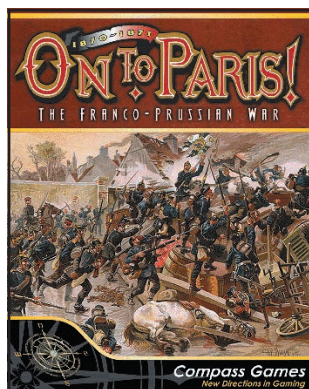


**SHADOWRUN RPG:  
CUTTING ACES HARDCOVER**  
Scheduled to ship in March 2017.  
PSI CAT27202 .....\$44.99



**SHADOWRUN: SIXTH WORLD  
TAROT DELUXE**  
The Sixth World Tarot Deck for Shadowrun is much more than just a tarot deck. Created by Echo and Lazarus Chernik for Catalyst Game Labs, the deck is a multi-tiered, masterfully illustrated game accessory for Shadowrun, Fifth Edition, and includes hundreds of puzzles, plots, and enigmas that can be at the heart of compelling campaigns. The Sixth World Tarot comes complete with 78 full-color tarot cards and a guidebook. Scheduled to ship in March 2017.  
PSI CAT27511 .....\$39.99

## COMPASS GAMES



**ON TO PARIS 1870-71:  
FRANCO PRUSSIAN WAR**  
Utilizing a wargame system adapted from Victory Games' The Civil War, On To Paris! simulates both phases of the Franco-Prussian war - the German invasion of France in 1870 and the German conquest of France in 1871. Scheduled to ship in November 2016.  
CPS 1027 .....\$89.00

## COOLMINIORNOT

### SPOTLIGHT ON



**KROSMASTER: COLLECTION**  
Vampires, ghosts, and skeletons, oh my! Bring the creepy to Krosmaster with Krosmaster Collection Cemetery Park figures. This set contains 16 new, fully painted, creepy-crawly miniatures, each compatible with all of the existing Krosmaster sets, including Krosmaster Arena 2.0 and Krosmaster Quest. Each pack comes with a figure, complete with a character card and a code to play Krosmaster online. Offered in 12-count blind-box displays. Scheduled to ship in February 2017.  
COL KMA003 .....\$155.88

## CORVUS BELLI

### INFINITY

Scheduled to ship in November 2016.



**COMBINED ARMY SURYATS,  
ASSAULT HEAVY INFANTRY**  
CVB 280679-0616 .....\$45.14



**D20 DICE SETS (5D20)**  
**ARIADNA**  
CVB 2285041 .....\$14.63  
**MERCENARIES**  
CVB 2285047 .....\$14.63  
**NOMADS**  
CVB 2285045 .....\$14.63



**HAQQISLAM HEAVY ASSAULT  
REGIMENT AL FASID (HEAVY RL)**  
CVB 280485-0620 .....\$19.15



**MERCENARIES MIYAMOTO  
MUSHASHI ARISTEIA! OUTFIT**  
CVB 280721-0589 .....\$24.80

### SPOTLIGHT ON



**PANOCEANIA ACONTECIMIENTO  
SHOCK ARMY PANOCEANIA  
SECTORIAL STARTER PACK**  
CVB 280288-0614 .....\$50.79



**TOHAA 300 PTS PACK**  
CVB 280012-0618 .....\$101.64



**YU JING WU MING ASSAULT  
CORPS (HEAVY RL)**  
CVB 280388-0617 .....\$14.63

### INFINITY

Scheduled to ship in December 2016.



**ARIADNA MARAUDERS, 5307TH  
COMPOSITE RANGER UNIT**  
CVB 280184-0621 .....\$31.58



**COMBINED ARMY FRAELA DROP  
UNIT (SPITFIRE)**  
CVB 280680-0619 .....\$14.63



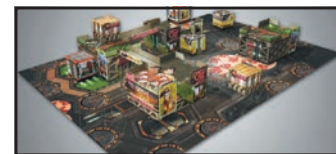
**D20 DICE SETS (5D20)**  
**COMBINED ARMY** CVB 2285046 ..\$14.63  
**PANOCEANIA** CVB 2285042 .....\$14.63  
**TOHAA** CVB 2285049 .....\$14.63



**DIRE FOES MISSION PACK 6 -  
DEFIANT TRUTH (YU JING VS  
HAQQISLAM) LEILA SHARIF, XI  
ZHUANG, FREELANCE STRINGER**  
CVB 280011-0613 .....\$40.62



**HAQQISLAM BASHI BAZOUKS  
(SUBMACHINE GUN)**  
CVB 280484-0615 .....\$12.71



**NEON LOTUS SCENERY PACK**  
CVB 285058 .....\$11.58



**TOHAA KAAURI SENTINELS  
(SUBMACHINE GUN/SNIPER)**  
CVB 280928-0603 .....\$19.15



## PAINTING MINIATURES FROM A TO Z: ANGEL GIRALDEZ MASTERCLASS VOLUME 2

Ángel Giraldez Masterclass Volume 2 is a painting tutorial guide complementary to the first volume. This present volume explains new techniques and tips through hundreds of pictures of the painting process, which will help painters to continually improve their miniature painting. Scheduled to ship in November 2016.

CVB AZ0002.....\$50.85



## CRYPTOZOIC ENTERTAINMENT

### SPOTLIGHT ON



#### DC COMICS DBG: CROSSOVER PACK 5 - THE ROGUES EXPANSION

Honor Among Thieves! Asking for help is never a strong suit for villains, but sometimes they need a helping hand to snag a big score or take down a worthy hero. Villains like Captain Cold, Weather Wizard, Heatwave, and the rest often need to work together to take down The Flash and his speedy allies. With DC Comics Deck-Building Game Crossover Pack 5: The Rogues, you become a Super-Villain who always has some help within reach, thanks to Teamwork. Introducing six new super-villains to play with oversized player cards featuring the 'Teamwork' keyword, The Rogues expansion is fully compatible with the original DC Comics Deck-Building Game, Heroes Unite, Forever Evil, and Teen Titans. Scheduled to ship in March 2017.

CZE 02188.....\$13.00

#### TRAIN HEIST

In Train Heist, a semi-cooperative board game of rightin' wrongs and robbin' trains, players become a posse of cowpokes working together to stop the corrupt Sheriff and the rich folks from stealing all of the townspeople's earnings. Featuring a special three-suit Poker Deck, players use hands of cards to loot the train and race their horse across Crackpot Canyon to deliver goods, earn reputations, and gain special abilities. Scheduled to ship in March 2017.

CZE 02066.....\$45.00



## CUBICLE 7

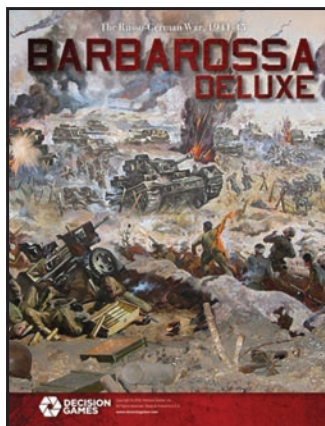


#### DOCTOR WHO TIME CLASH: AGAINST THE CYBERMEN EXPANSION

The first expansion to Doctor Who Time Clash, Against the Cybermen expands and deepens game play with the brand-new Cybermen deck plus nine additional game arcs. Against the Cybermen also features the fan-favorite Eleventh Doctor, as played by Matt Smith. Scheduled to ship in March 2017.

PSI CB72112.....\$29.99

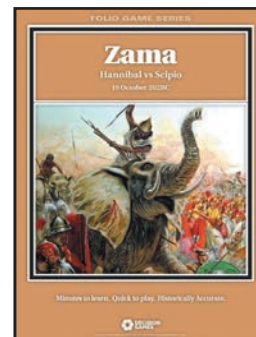
## DECISION GAMES



#### BARBAROSSA DELUXE EXCLUSIVE EDITION

From the day the Germans first crossed the border to the surrender of their Sixth Army in the Stalingrad pocket early in 1943, this strategic-level, two-player, intermediate-level, deluxe campaign covers the entire Russo-German War, 1941-45. Featuring six scenarios (The Grand Campaign, 1941-45; The Road Back, 1942-45; Operations Blue & Kremlin, 1942; Operation Citadel, 1943; What If: Manstein's Gambit, 1943; and What If: 1942), Barbarossa's full order of battle is the most complete ever published in any simulation at this level. Scheduled to ship in December 2016.

DCG 1410A.....\$65.00



#### FOLIO SERIES: ZAMA

Part of the *Battles of the Ancient World* series, Zama is a simulation of the climactic battle of the Second Punic War: the decisive struggle between the Roman Republic and Carthage for control of the Western Mediterranean. The war began in 218 BC, with the Carthaginians led by Hannibal, one of history's greatest commanders. Scheduled to ship in January 2017.

DCG 1639.....\$19.95

#### MODERN WAR #29

Scheduled to ship in March 2017.

DCG MW29.....\$34.99

#### STRATEGY & TACTICS #304

Scheduled to ship in February 2017.

DCG ST-304.....\$34.99

#### WORLD AT WAR #53

Scheduled to ship in February 2017.

DCG WAW-53.....\$34.99

## DIAMOND COMIC DISTRIBUTORS



#### MUNCHKIN #24

Love is in the air! Oh, wait. Oh, no. That's not love. THAT SMELLS AWFUL, WHO DID THAT? Snuggle up with this Valentines-themed issue of Munchkin! Scheduled to ship in December 2016.

DIA OCT161327.....PI



#### MUNCHKIN #25 - MAIN COVER - IAN MCGINTY

All good things come to an end, and so, Spyke and Flower ride off into the sunset to find their final bag of loot in the land of Munchkin. Final oversized issue! Scheduled to ship in January 2017.

DIA NOV161275.....PI

## DUDE GAMES



#### 10 MINUTES TO KILL

In 10-Minutes To Kill, players take on the role of a hitman with a list of three targets to eliminate. Armed with a pistol, a sniper rifle, and a knife, each player tries to be the first to quietly assassinate his targets without being found out by the other players. If you're too obvious, other players can send a police officer to your location and have you arrested, or worse, they can take out your hitman themselves for bonus points...subtly, of course. 10-Minutes To Kill is a game of deduction and subterfuge which, quite literally, lasts only 10-minutes. Scheduled to ship in March 2017.

PSI DG10M01.....\$25.00



**DARK MAGES**

Northland: A vast continent with lush forests bordered by mighty hills and mountains. On the plains of Tharin, eight magicians battle for power. Only one will emerge victorious and become ruler of the land in *Dark Mages*. Scheduled to ship in March 2017.

PSI DGDM01 ..... \$25.00

**EKO**

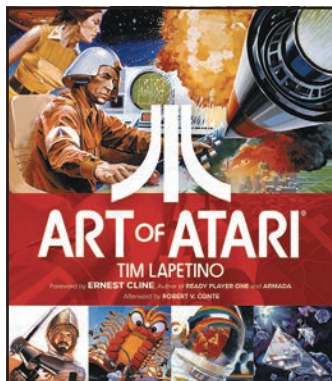
In the desert of Eko, the rocks, sand, and wind come to life as ephemeral armies. Build your empire and extend your control so you can proclaim your victory - in this universe where not a single person will hear you...ever. In this abstract strategy game, use your pieces to build up your forces, establish reinforcement points, or capture enemy strongholds. As the game progresses and pieces form larger, stronger stacks to attack and defend, the playing area opens up providing new opportunities for the cunning general. Scheduled to ship in March 2017.

PSI DGEK01 ..... \$50.00

**SUSHI DICE**

Only the quickest and most meticulous kitchen hands will join the prestigious sushi chefs. Because of this, you must prepare sushi platters faster than your opponents, while pointing out even their slightest mistake. Roll the dice and be the first to ring the bell when you've collected the correct symbols to complete a dish - or sneak rotten fish into your opponent's painstakingly crafted recipe! Scheduled to ship in March 2017.

PSI DGSD01 ..... \$25.00

**DYNAMIC ENTERTAINMENT****ART OF ATARI HARDCOVER**

Get in the action with Atari! Since its formation in 1972, Atari pioneered video game technology and built today's multi-billion dollar industry, developing arcade games, home video systems, and personal computers to entertain millions of children and adults with fan-favorite games like *Asteroids*, *Centipede*, *Missile Command*, and *Yar's Revenge*. To usher in the new era of electronic entertainment, the company hired an array of talented illustrators to emblazon game cartridges, boxes, magazine advertisements, and more with mind-blowing visions of fantasy and sports thrills, science fiction and adventure, that elevated pixelated gaming to the realm of high art. *Art of Atari* is the first official retrospective of the company's illustrative accomplishments, spanning over four decades and cultivated from museums and private collections worldwide. Scheduled to ship in December 2016.

DIA STL011921 ..... PI

**EXISTENCE GAMES****EXODUS TCG OFFICIAL MAGAZINE: VOLUME 1 - ISSUE 1**

The first issue of the *Exodus TCG Magazine* is here! Meet the creators Jake and Lexi Medina and discover the personalities and creative minds behind this innovative trading card game. Explore the first two sets and learn why there will never be banlists, rotation, or reprints in *Exodus*. Spoilers and sneak peaks of the next expansion are revealed including artwork, set name, and the set logo! Sealed inside each copy is an exclusive pre-release promo and limited edition sketch card (1 of 100 of that card printed in the entire world)! Also, get a sneak preview of *Exodus TCG Organized Play*. Scheduled to ship in January 2017.

EXE 90001 ..... \$7.99

**FANTASY FLIGHT GAMES****ANDROID NETRUNNER LCG: STATION ONE DATA PACK**

The second Data Pack in the *Red Sand Cycle* for *Android: Netrunner*, *Station One* continues the cycle's exploration of the tensions between the Corps, Runners, and clan members of Mars. Sixty new cards (three copies each of twenty different cards) introduce new assets, resources, programs, and barriers. Plus, you'll find Clan Aeneas exerting its influence, while fans of the game's Criminal faction will discover a daring new Runner identity - one willing to "face check" ice if it will help him turn a profit. Scheduled to ship in February 2017.

FFG ADN44 ..... \$14.95

**FEATURED ITEM****ANDROID NETRUNNER LCG: TERMINAL DIRECTIVE EXPANSION**

An augmented killer is on the loose in *Terminal Directive*, a narrative campaign expansion for *Android: Netrunner The Card Game* where your games and decisions change the cards and abilities to which you gain access. The expansion comes with 86 Corporation cards and 77 Runner cards (including identities for the Criminal, Shaper, Haas-Bioroid, and Weyland Consortium factions), two

PAD sheets, one sticker sheet, a rulebook, and four secret packs of campaign cards and stickers that allow you to track your progress. Scheduled to ship in February 2017.

FFG ADN42 ..... \$59.95

**ARKHAM HORROR LCG: PLAYMATS**

Each playmat for use with *Arkham Horror: The Card Game* features original art from the game printed at 14" x 24" atop a high-quality, slip-resistant rubber base. The stars are further aligned by an eerie zodiac framework, which recalls the astrological signs traced on the backside of every player card. Scheduled to ship in December 2016.

**ACROSS SPACE AND TIME**

FFG FFS76 ..... PI

**ALTERED BEAST**

FFG FFS75 ..... PI

**BLOODLUST**

FFG FFS74 ..... PI

**NARROW ESCAPE**

FFG FFS73 ..... PI

**ARKHAM HORROR LCG: COUNTLESS TERRORS****1-4 PLAYER GAMEDAT**

Featuring the *Arkham Horror: The Card Game* Core Set cover art printed at 26" x 26" atop a high-quality, slip-resistant rubber base, this playmat is large enough to serve as a backdrop for as many as four investigators. The stars are further aligned by the playmat's eerie zodiac framework, which recalls the astrological signs traced on the backside of every player card. Scheduled to ship in December 2016.

FFG FFS77 ..... PI





# OMENS OF THE DEEP

EXPANSION

# HEED THE CALL OF THE LOST CITY

Elder Sign: Omens of the Deep Expansion | \$119 | \$24.95

FANTASYFLIGHTGAMES.COM

TM/® & © 2016 Fantasy Flight Games.







### ARKHAM HORROR LCG: THE ESSEX COUNTY EXPRESS MYTHOS PACK

In *Essex County Express*, the second Mythos Pack in *The Dunwich Legacy Cycle* for *Arkham Horror: The Card Game*, you'll find new player cards along with a thrilling new scenario in which your investigations lead you outside the town of Arkham. While the train you take may offer the fastest transit to your next lead, it may not offer the safest! When the train rumbles, shakes, and lurches to a halt, you and your fellow investigators must race from your car to the engine through a randomized set of locations! Scheduled to ship in February 2017.

FFG AHC04.....\$14.95

### SPOTLIGHT ON



### ELDER SIGN: OMENS OF THE DEEP EXPANSION

The chilling depths of the Pacific Ocean conceal untold horrors in *Omens of the Deep*, a deluxe expansion for *Elder Sign*. Based on the popular *The Call of Cthulhu* expansion for the *Elder Sign: Omens* app, players can now venture forth from the confines of the museum and board *The Ultima Thule* to combat the Ancient Ones that have begun to stir in the depths of the Pacific. The new R'lyeh Rising mode of gameplay features two stages as you first navigate the Dark Waters Track and then assemble the Amulet of R'lyeh to stop one of three dangerous new Ancient Ones from waking and devouring the world. Engage the newly introduced mission tokens for hard-won rewards and fend off the dogged Deep One Legion as your investigators move to unknown dangers on the Pacific Adventure cards. Scheduled to ship in February 2017.

FFG SL19.....\$24.95

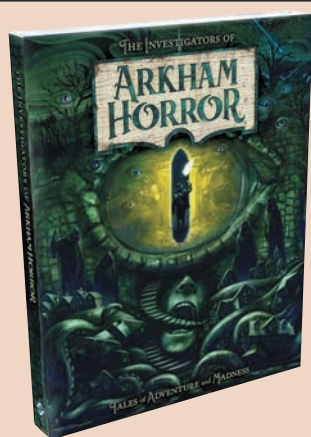


### RUNEWARS: THE MINIATURES GAME - DICE PACK

The *RuneWars: The Miniatures Game Dice Pack* offers you a tool of convenience: another set of custom attack dice, identical to the set found in the *RuneWars Core Set*. Scheduled to ship in February 2017.

FFG RWM02.....\$7.95

### SPOTLIGHT ON



### THE INVESTIGATORS OF ARKHAM HORROR HARDCOVER

Discover the hidden secrets of the investigators who risk everything to save humanity from certain doom! Throughout its lavishly illustrated pages, *The Investigators of Arkham Horror* follows the lives and struggles of fifty-two different characters from the beloved board game *Arkham Horror*. These men and women explore those parts of our reality that lie outside of what our senses and science can perceive, often confronting beings of such unfathomable power that simply beholding them can shatter the mind. These investigators and their tales gain new focus through fifty-two rich and action-packed short stories. Scheduled to ship in February 2017.

FFG NAH09.....\$39.95



### THE LORD OF THE RINGS LCG: THE BLACK SERPENT ADVENTURE PACK

The fourth Adventure Pack in the *Haradrim Cycle* for *The Lord of the Rings: The Card Game*, *The Black Serpent* introduces a new scenario that leads several of Middle-earth's greatest heroes along a detour from their homeward path when they come across an opportunity to strike against a caravan carrying tributes to Mordor. Additionally, you'll find a new Spirit hero, new support for the game's side quests, and a number of player cards that support a variety of traits. Scheduled to ship in February 2017.

FFG MEC59.....\$14.95



### STAR WARS DESTINY: TWO-PLAYER GAMEMAT - AWAKENINGS

As you prepare to choose your first team and ignite your lightsabers for the cinematic duels of *Star Wars: Destiny*, it's the perfect time to make sure you've chosen an appropriate battleground. Now, with this massive, 26-inch x 26-inch, natural rubber playmat, you can span the space between both players, allowing you both to enjoy a clean, classy play surface simultaneously.

FFG SWD05.....PI

### FORCE OF WILL

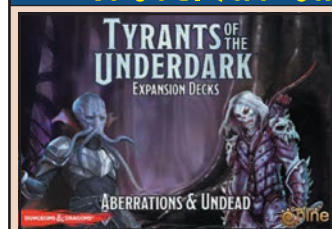


### FORCE OF WILL: VINGOLF FIXED CARD SET (225 CARDS)

YCW 523188.....PI

### GALE FORCE NINE

### SPOTLIGHT ON



### DUNGEONS & DRAGONS: TYRANTS OF THE UNDERDARK BOARD GAME - ABERRATIONS AND UNDEAD EXPANSION DECKS

Beholders, Mind Flayers, Umber Hulks, and other Aberrations dismiss all other creatures as lesser beings, toying with them or destroying them as they choose, while Lich, Vampires, and ravenous Zombies heed the summons of spellcasters who call them from their stony tombs and ancient battlefields, or rise of their own accord in places saturated with death and loss. This expansion contains two 40-card half-decks to expand your options in the *Tyrants of the Underdark Board Game*. Scheduled to ship in January 2017.

GF9 74003.....\$11.99



### DUNGEONS & DRAGONS RPG: SPELLBOOK CARD DECKS

Scheduled to ship in March 2017.

ARCANE (253 CARDS)	
GF9 73915.....	\$22.99
BARD (110 CARDS)	
GF9 73918.....	\$12.99
CLERIC (149 CARDS)	
GF9 73916.....	\$19.99
DRUID (131 CARDS)	
GF9 73917.....	\$16.99
MARTIAL	
GF9 73921.....	\$9.99
PALADIN (69 CARDS)	
GF9 73919.....	\$9.99
RANGER (46 CARDS)	
GF9 73920.....	\$6.99

### SPOTLIGHT ON



### FIREFLY: THE GAME - BIG MONEY DELUXE ACCESSORY

The *Big Money Deluxe Accessory* for *Firefly: The Game* upgrades the paper money from the game with 100 proposed banknotes (over 120K worth), for a real fistful of credits when the deal is done. *Big Money* also lives up to its name with a new denomination - a \$5000 credit note, perfect for the biggest paydays! Scheduled to ship in January 2017.

GF9 FIRE019.....\$19.99



### FIREFLY: THE GAME - CARGO HOLD SHINY TOKEN SET

Upgrade your *Firefly's Cargo Hold* with these durable, acrylic, felt-backed tokens. This *Shiny Token Set* for use with *Firefly: The Game* contains 40 tokens - enough to outfit one player's ship. Scheduled to ship in January 2017.

GF9 FIRE020.....\$15.00





### FIREFLY: THE GAME - CRIME AND PUNISHMENT EXPANSION

Crime Pays! Gettin' the job done just got more interesting with *Crime & Punishment*, an expansion for *Firefly: The Game* that adds a whole heap of new troubles to the 'Verse. *Crime & Punishment* adds 40 new cards to the Misbehave Deck, presenting more hassles, hardships, and rare opportunities for those crews that might indulge in a bit of criminal behavior now and then. Plus, new Alliance Priority Alerts put the screws to those just trying to make an honest (or dishonest) credit, while new Story Cards cater to captains who are willing to do anything to get by - the greater the risk, the greater the reward! Scheduled to ship in January 2017.

GF9 FIRE021 .....\$14.99

### TANKS

Scheduled to ship in November 2016.



### BRITISH ACHILLES

GF9 TANKS30 .....\$9.99

### TANKS

Scheduled to ship in December 2016.

### CORN FIELDS GAME MAT 36" X 36"

GF9 TANKS31 .....\$28.60



### GERMAN PUMA

GF9 TANKS27 .....\$9.99



### GERMAN TIGER I

GF9 TANKS28 .....\$9.99



### MECHANICS KIT HOBBY TOOLS

GF9 TANKS33 .....\$20.00



### SOVIET LEND LEASE M10

GF9 TANKS24 .....\$9.99

### TANKS

Scheduled to ship in January 2017.

### TANKS: MINSK

### GAME MAT 36" X 36"

GF9 TANKS32 .....\$28.60

### GAME SALUTE



### 1D20 HATS

Scheduled to ship in July 2017.

### DRAGONFIRE WITH BRIMSTONE

HPS GSUA2174 .....PI

### ETHEREAL ICE WITH BURNING BLUE

HPS GSUA2173 .....PI

### HEARTWOOD WITH MOONSILVER

HPS GSUA2170 .....PI

### LAPIS LAZULI WITH GLITTERING GOLD

HPS GSUA2171 .....PI

### PARCHMENT WITH BLACK INK

HPS GSUA2172 .....PI

### SHADOW WITH DEMON'S EYE

HPS GSUA2175 .....PI

### VIOLET STORM WITH LIGHTNING

HPS GSUA2176 .....PI

### WIZARDSTONE WITH MYSTIC RUNES

HPS GSUA2177 .....PI

### 1D20 ORBS

Scheduled to ship in July 2017.

### DRAGONFIRE WITH BRIMSTONE

HPS GSUA2164 .....PI

### ETHEREAL ICE WITH BURNING BLUE

HPS GSUA2163 .....PI

### HEARTWOOD WITH MOONSILVER

HPS GSUA2160 .....PI

### LAPIS LAZULI WITH GLITTERING GOLD

HPS GSUA2161 .....PI

### PARCHMENT WITH BLACK INK

HPS GSUA2162 .....PI

### SHADOW WITH DEMON'S EYE

HPS GSUA2165 .....PI

### VIOLET STORM WITH LIGHTNING

HPS GSUA2166 .....PI

### WIZARDSTONE WITH MYSTIC RUNES

HPS GSUA2167 .....PI



### 2D10 POTIONS - ETHEREAL ICE WITH BURNING BLUE

Scheduled to ship in July 2017.

HPS GSUA2143 .....PI

### 3D8 SCROLLS - PARCHMENT WITH BLACK INK

Scheduled to ship in July 2017.

HPS GSUA2132 .....PI

### 5D4 BOLTS - VIOLET STORM WITH LIGHTNING

Scheduled to ship in July 2017.

HPS GSUA2116 .....PI

### 5D6 FIREBALLS - DRAGONFIRE WITH BRIMSTONE

Scheduled to ship in July 2017.

HPS GSUA2124 .....PI

### POLYHERO WIZARD SETS

Each 7-piece set of Wizard dice consists of a d4 Bolt, d6 Fireball, d8 Scroll, d10/d100 Potions, d12 Wand, and d20 Orb. Scheduled to ship in July 2017.

### DRAGONFIRE WITH BRIMSTONE

HPS GSUA2104 .....PI

### ETHEREAL ICE WITH BURNING BLUE

HPS GSUA2103 .....PI

### HEARTWOOD WITH MOONSILVER

HPS GSUA2100 .....PI

### LAPIS LAZULI WITH GLITTERING GOLD

HPS GSUA2101 .....PI

### PARCHMENT WITH BLACK INK

HPS GSUA2102 .....PI

### SHADOW WITH DEMON'S EYE

HPS GSUA2105 .....PI

### VIOLET STORM WITH LIGHTNING

HPS GSUA2106 .....PI

### WIZARDSTONE WITH MYSTIC RUNES

HPS GSUA2107 .....PI

### GAMES & GEARS



### ADVANCE MK3 KOLINSKY SABLE SINGLE BRUSHES

Scheduled to ship in November 2016.

#### SIZE 0

GNG 00053 .....\$12.00

#### SIZE 00

GNG 00052 .....\$11.00

#### SIZE 000

GNG 00051 .....\$10.00



### SYNTHETIC BRUSHES

Scheduled to ship in November 2016.

#### SET OF 3 (SIZE 1, 2, 3)

GNG 00081 .....\$34.50

SIZE 1 GNG 00082 .....\$6.00

SIZE 2 GNG 00083 .....\$7.50

SIZE 3 GNG 00084 .....\$9.00

## GAMES WORKSHOP

### BLOOD BOWL



### DEATH ZONE - SEASON 1

This *Blood Bowl* supplement contains complete rules supporting leagues and exhibition play, plus comprehensive rules for Dwarf, Skaven, Nurgle, and Elven teams. GAW 200-02-60 .....\$25.00



### SKAVENBLIGHT SCRAMBLERS

GAW 200-11 .....\$35.00

### SKAVEN DICE CUBE

GAW 200-12 .....\$12.50

### CITADEL



### MAELSTROM DICE CUBE ASSORTMENT

GAW 65-37 .....\$10.00



### WOUND TRACKERS DICE

GAW 65-01-NEW .....\$12.50





**REPAIR TOOL**  
GAW 66-04-NEW .....\$20.00

## WARHAMMER 40K



**FORTRESS OF REDEMPTION**  
GAW 64-43-NEW .....\$115.50



**HAEMOTROPE REACTOR**  
GAW 64-24 .....\$40.00



**HERO BASES**  
GAW 64-01 .....\$35.00



**PLANETARY ONSLAUGHT CODEX SUPPLEMENT HARDCOVER**  
Combining the Warhammer 40,000 supplements *Planetstrike*, *Cities of Death*, and *Stronghold Assault* into one, handy tome, *Planetary Onslaught* contains everything you need to wage world-spanning conflicts on a planetary scale. Play through the conquest of an occupied world - from invasion to destruction - complete with updated datasheets for 23 different Fortifications which can be used by any Warhammer 40,000 army.  
GAW 40-07-60 .....\$40.00

## WARHAMMER: AGE OF SIGMAR.



**BALEWIND VORTEX**  
GAW 64-25 .....\$15.00



**BATTLE MAT - KHORNE DOMINION**  
GAW 64-22 .....\$85.00



**HERO BASES**  
GAW 64-02 .....\$35.00



**MAGEWRATH THRONE**  
GAW 64-26 .....\$15.00



**WARHAMMER QUEST - SILVER TOWER DARKOATH CHIEFTAIN**  
GAW 83-40-NEW .....\$25.00



**WARHAMMER QUEST - SILVER TOWER DOOMSEEKER FYRESLAYER**  
GAW 84-26-NEW .....\$25.00



**WARHAMMER QUEST - SILVER TOWER MISTWEAVER SAIH**  
GAW 92-17 .....\$25.00



**WARHAMMER QUEST - SILVER TOWER EXCELSIOR WARPRIEST**  
GAW 86-25 .....\$25.00



**WARHAMMER QUEST - SILVER TOWER STORMCAST ETERNALS KNIGHT QUESTOR**  
GAW 96-27 .....\$25.00

**WARHAMMER QUEST - SILVER TOWER TENEBRAEL SHARD**  
GAW 92-18 .....\$25.00



## GOLDEN EGG GAMES



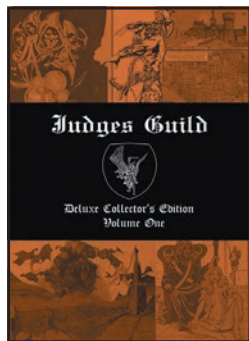
**AIRLINES: GOLDEN AGE OF AVIATION**  
In the late 1950's, the commercial aviation market entered a golden age. As the industry boomed, new airliners filled the sky and made the world seem very small. In *Airlines*, players run a fledgling airline company, striving to become the most prestigious at the end of the game. Scheduled to ship in December 2016.  
GEG 1007 .....\$59.90

## GOODMAN GAMES



**DUNGEON CRAWL CLASSICS: HOLIDAY MODULE-TWILIGHT OF THE SOLSTICE**  
A Conflict at the End of Time! On the eve of the winter solstice, long-banished giants from the frozen void strive to complete a ceremony that will cause an endless winter to envelope the world. The adventurers find themselves torn from existence, stripped not only of their equipment, but their very memories, and summoned to the far edge of the world to repair an ancient temple of time. Will you recover your abilities and solve the challenges of the world clock before the end of time itself? *Twilight of the Solstice* is a holiday-themed, Level 4 Dungeon Crawl. Scheduled to ship in December 2016.  
IMP GMG52016 .....\$14.99





## JUDGES GUILD DELUXE OVERSIZED COLLECTORS EDITION

The *Judges Guild Deluxe Oversized Collectors Edition* compiles the most famous (and infamous) *Judges Guild* adventures (*Tegel Manor* and *Thieves of Fortress Badabaskor*), and includes five issues of the legendary *Judges Guild Journal*, never before reprinted until now! Additionally, this massive tome includes a number of introductory articles and memoirs on the history and legend of *Judges Guild*, all of the original maps scanned at the highest possible resolution, including the legendary *Tegel Manor* poster maps as well as the original map sketch by Bob Bledsaw, Sr., for *Tegel Manor*. This exclusive, leatherbound edition of the oversized *Judges Guild* hardcover includes a dust jacket and slipcase, and is packaged in a custom-manufactured, printed corrugated shipping carton to ensure

this valuable collectible arrives intact. Scheduled to ship in February 2017.

IMP GMG4614L ..... \$275.00

## METAMORPHOSIS ALPHA RPG:

### EPSILON CITY

A Derelict City on a Colony Ship Hurling Through Space! On a spaceship 50-miles long with more than a million colonists, Epsilon City was the single largest habitation. The city was designed to be maintained by its own artificial intelligence (A.I.) and a special series of robots that could repair areas of the city when breakdowns happened. Now, three-hundred-years later, things are vastly different in the city. The A.I. is insane and has an aggressive personality. The special robots maintaining the city have had to change or be destroyed, and have mutated much like the rest of the life on the ship. Wolfoid packs now inhabit many sections of the city and consider this metropolis their lair. And many more dangers lurk, hidden and waiting to be explored. In honor of *Metamorphosis Alpha's* 40th Anniversary, creator James M. Ward has authorized Goodman Games to publish *Metamorphosis Alpha: Epsilon City*. Scheduled to ship in February 2017.



STANDARD EDITION IMP GMG4393 ..... \$60.00

GOLD FOIL EDITION IMP GMG4393F ..... \$80.00

LEATHER EDITION IMP GMG4393L ..... \$90.00



## MUTANT CRAWL CLASSICS ROLE PLAYING GAME

Triumph & Technology Won by Mutants & Magic! You're no zero! You're a wasteland wanderer: a mutant, a seeker, a robot-killer, a stoic shaman guarding forgotten ancient sciences. You seek triumph and technology, winning it with mutations and magic, soaked in the radiation and quantum fields of the mutated, the savage, the semi-sentient, and the artificially intelligent. There are treasures to be won in the taboo lands and ruins - and you shall have them! Return to the glory days of science fiction gaming with the *Mutant Crawl Classics Role Playing Game*! Adventure like its 1978 again, with modern rules grounded in the origins of post-apocalyptic role playing. Fast play, a mysterious future, and 100%

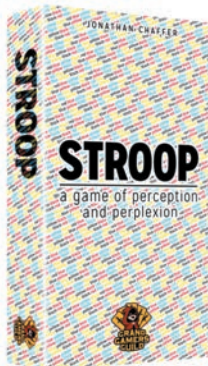
compatibility with the *Dungeon Crawl Classics* RPG system await you - just activate your artifact! Scheduled to ship in May 2017.

STANDARD EDITION IMP GMG6200 ..... \$39.99

FOIL EDITION IMP GMG6200F ..... \$59.99

LEATHER EDITION IMP GMG6200L ..... \$90.00

## GRAND GAMERS GUILD



### STROOP

A Game of Perception and Perplexion, *Stroop* is a literal brain teaser - a realtime observation game based on the psychological Stroop Effect, which is a phenomenon caused by different functions of the brain interfering with one another. Scheduled to ship in March 2017.

IMP GGDST01 ..... \$18.00



### UNREAL ESTATE

Thieves' Guild or Elven Treehouse? Magic Shop or Dwarfen Tavern? Build your fantasy cityscape by matching houses and racking up the points before your opponents have a chance to score in *Unreal Estate*. Scheduled to ship in March 2017.

IMP GGDUE01 ..... \$20.00

AGES 8+ | 1-3 HRS | 1-10 PLAYERS

EXPERIENCE THE 22 WONDERS OF

# PYRAMID

## ARCADE

## Ice Towers

A turnless,  
pyramid stacking  
game.



## GREENBRIER GAMES



### ZPOCALYPSE 2: DEFEND THE BURBS (STAND ALONE)

When the city was overcome, we thought, 'This is the end.' Then they bombed us, and we were sure it was over. Somehow, I don't know how or why, we survived the onslaught and escaped the pit of hell that was the urban wasteland. They always say the suburbs have it better, right? They weren't hit nearly as hard; we found a sturdy house. It still has a roof and everything. We're hungry, tired, and it's a struggle to hold back the dead from their nightly assaults, but we're still here, we're not going down...yet. You fled the city for the suburbs. It sounded like a good plan, but you're still fighting for survival in *Zpocalypse 2: Defend the Burbs*! A new, standalone, cooperative, zombie survival game set in a post-apocalyptic wasteland, players in *Zpocalypse 2: Defend the Burbs* each control their own squad of survivors equipped to the teeth with weapons, food, items, and hope. Scheduled to ship in February 2017.

PSI GNEZB01 .....\$59.95



### ZPOCALYPSE 2: DEFEND THE BURBS - WASTELAND EXPANSION

As the sun sets on another day of defending the Burbs, you can't help but ask yourself - Is this all there is? Are we truly doomed to live out our days in this suburban purgatory? In the *Wasteland* expansion for *Zpocalypse 2: Defend the Burbs*, players brave enough to venture out beyond their white picket fences and take to the highway will find themselves greeted by mutants, bandits, mad scientists, and more! Featuring a four-part campaign adventure, new survivors, weapons, locations, craftables, and terrain, the *Wasteland* expansion adds hours of blood curdling fun for the whole freakin' family! Scheduled to ship in February 2017.

PSI GNEZB02 .....\$24.95

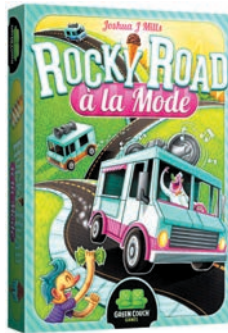
## GREEN COUCH GAMES



### OUTLAWED!

Overwhelmed by the stress of the hooligan hootenanny that's overrunning the bustling town of Bandit Bluff, the resident deputy has up and left his post! Now, Sheriff Croc Holliday is shuffling and hustling to find his next deputy. Looking to fill the vacancy, Croc has decided to put a pool of new recruits to work in helping clean up some of Bandit Bluff's most wanted outlaws and will choose the most dedicated to be the new deputy! A little lying, some stealthy scheming, and the sense to know a good time to tell the truth might just help you get a leg up over the rest of the herd. Who will out-law the other applicants to become the new deputy? Scheduled to ship in February 2017.

IMP GCG007 .....\$15.00



### ROCKY ROAD A LA MODE

Get in the driver's seat and feel what it's like to live the life of a sweet treat trucker! Stock up your truck, attract customers, and serve a hefty scoop of tasty frozen delight! But, the business of icy entrepreneurship is no day at the beach. Buckle up, turn on the loudspeaker, and take to the rocky road...with ice cream! Scheduled to ship in February 2017.

IMP GCG006 .....\$20.00

## GREEN RONIN PUBLISHING



### LOVE 2 HATE: POLITICS EXPANSION

When considering the current state of our politics, what can you do but laugh? *Love 2 Hate: Politics* is here to help! This 108-card expansion adds a slew of new sentence Starter and Finisher cards to the game. You may hate politics, but you'll love this expansion! Scheduled to ship in November 2016.

GRR 3011 .....\$12.95



### PATHFINDER RPG: FREEPORT BESTIARY SOURCEBOOK

The World of Freeport is a perilous one, as any swab can attest. Sailors face monsters like ocean wyrms and sail dragons, explorers must deal with ghost eaters and harpoon crabs, and city dwellers may be surprised by burnlings and flayed men. You'll find all these creatures and many more in the *Freeport Bestiary*, a *Pathfinder*-compatible sourcebook packed with a wide variety of threats lurking in the City of Adventure — from classic Freeport adversaries like serpentmen and fire spectres, to new monsters like corsair drakes and witch beasts. Scheduled to ship in February 2017.

GRR 1914 .....\$34.95

## GUN METAL GAMES



### SAVAGE WORLDS RPG: INTERFACE ZERO 2.0: FATE EDITION

Full Metal Cyberpunk action, now for the *Fate* Core system! You're hanging from the summit of a mile-high skyscraper, your cybernetic claws holding you in place while gunfire shatters the windows around you and a computer virus burns its way through your brain. When your network link to the rest of your team goes offline, you're sure of one thing: you should have charged the client double for this mission! *Interface Zero: Fate Edition* has all the rules you need for cyberpunk action and adventure in the megacities and wastelands of the 2090s. Scheduled to ship in January 2017.

S2P GGPIZF01 .....\$39.99

## HIT POINT SALES

### ALHAMBRA: BIG BOX SPECIAL EDITION

Scheduled to ship in November 2016.

HPS 10132 .....\$89.50

### DICE BAZAAR

HPS DISB0001 .....\$30.00

## IELLO

### HEROES OF NORMANDIE

Scheduled to ship in February 2017.



### GE 1ST SS PANZER DIVISION

IEL 58061 .....\$29.99



### UK LORD LOVAT BLISTER

IEL 58033 .....\$19.99



### US ARMORED 4TH DIVISION

IEL 58059 .....\$29.99



### KING OF TOKYO: CTHULHU MONSTER PACK

Compatible with both *King of Tokyo* and *King of New York*, the *Cthulhu Monster Pack* contains 16 evolution cards and 15 cultist tokens. Scheduled to ship in January 2017.

IEL 51350 .....\$9.99





### THE LEGEND OF THE WENDIGO

All of the Junior Chipmunk Scouts gathered around the fire to hear the troop leader tell the terrifying legend of the Wendigo - a dreadful creature with a heart of ice. The legend says that the Wendigo's spirit still roams the forest and attacks anyone who dares to speak its name... Work together to find the Wendigo if you ever want to see home again! Scheduled to ship in March 2017.

IEL 00058.....\$19.99



### STEAM PARK: ROBOTS

This mini-expansion for *Steam Park* allows you to replace the wooden 'Roboburgers' from the base game and *Play Dirty* expansion with shiny, new plastic miniatures! Plus, a new kind of Roboburger is also included: meet the V.I.R.R.! They're a little bit snobbish, but bring them to your park and you will easily earn a lot of money! Scheduled to ship in February 2017.

IEL 760008.....\$14.99

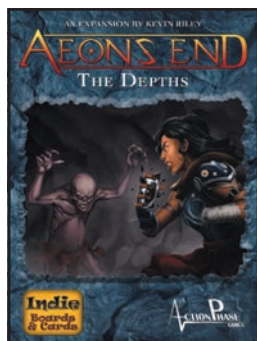
## INDIE BOARDS AND CARDS



### PYRAMIDS

Travel back in time to Ancient Egypt in *Pyramids*. Which Egyptian dynasty will be the most glorious? Pray to the Gods to construct edifices in their honor and ensure your dynasty has a millennia-long posterity. Your necropolis, a place of eternal sleep, luxury, and glory, will be made up of Pyramids, Obelisks, and Tombs. Select the best combination of stones in the quarry, optimize their layout, and make your necropolis the most famous in all of Egypt! Scheduled to ship in January 2017.

IEL 51307.....\$19.99



### AEON'S END DBG: THE DEPTHS EXPANSION

Deep within the earth, lost in the labyrinth of shadows, the Horde-Crone has awakened the troggs to reclaim the ancient city of Gravehold. An expansion for the cooperative deckbuilding game *Aeon's End, The Depths* introduces a new nemesis and three new breach mages, as well as new spells, relics, gems, and minions. Scheduled to ship in March 2017.

PSI IBCAEDD1.....\$19.99

## JAPANEIME GAMES



### STEAM PARK: PLAY DIRTY

Park Directors! Stingy Visitors! Espionage Dice! You probably remember the merry town of Roboburg, don't you? That place full of hard-working robots with only six days off a year to have some fun? Where a robot with a bit of entrepreneurship can make a lot of money by starting a carnival business? Well, the times, they are a-changing! In addition to allowing a 5th player into your games of *Steam Park*, *Play Dirty* introduces exciting, new game mechanics and components in a modular way, so that you can implement them into the base game independently from one another. Scheduled to ship in January 2017.

IEL 76007.....\$29.99



### TERRA FORMARS

In the year 2620, humanity's attempt at terraforming Mars as their second home came with two disastrous results: the birth of monstrous creatures known as Terraformars, and a fatal disease called the Alien Engine Virus. Based on the thrilling, Sci-Fi/Horror anime *Terra Formars*, players in this card and dice game take on the role of squad members sent to Mars to cleanse the Terraformars from the planet so humans may settle the newly terraformed world. Scheduled to ship in January 2017.

GGD JPG131.....PI



## World War 5

Conquer the world in just half an hour.

**PYRAMID**  
ARCADE

**PYRAMID**  
ARCADE

### ABOUT THE GAME

Pyramid Arcade is a complete game library in one box. Inside you'll find everything you need to play 22 different tabletop games, each of which uses the pyramid gaming pieces in a different way. The games in this arcade range from easy to complex, from mostly-luck to pure skill, and from time-killer to brain-burner.





## KENZER & COMPANY

### KNIGHTS OF THE DINNER TABLE: BUNDLE OF TROUBLE VOLUME 55

Hoody Hoo! This trade paperback contains all four issues worth of classic strips from *Knights of the Dinner Table* #195 through #198. Scheduled to ship in November 2016.

KEN 755 ..... \$14.99



## LAMENTATIONS OF THE FLAME PRINCESS



### LAMENTATIONS OF THE FLAME PRINCESS RPG: BLOOD IN THE CHOCOLATE

Wouldst Thou Like To Die Deliciously? The year is 1617, and the only thing on the minds of every noblewoman and aristocrat in Europe is CHOCOLATE! The act of eating this modest confection brings so much pleasure, it has become more prized than tea, spices, even liquor, and it all comes from one place: Lucia de Castillo's factory in northern Friesland. But Lucia's factory isn't what it seems to be, and the horrors and cruelties that exist within its walls defy imagination! Nobody ever goes in, or ever comes out! An adventure for use with *Lamentations of the Flame Princess*, *Blood in the Chocolate* is a psycho-sexual romp that pits characters not just against their enemies, but against their own twisting, melting, inflating, or poisoned bodies. Scheduled to ship in January 2017.

IMP LFP0044 ..... \$19.99



### DECK BOXES

Scheduled to ship in December 2016.

ALCHEMY  
LGN BOX064 ..... PI  
SERVE ME  
LGN BOX067 ..... PI

## KONAMI DIGITAL ENTERTAINMENT

### SPOTLIGHT ON



### YU-GI-OH! TCG: FUSION ENFORCERS BOOSTER DISPLAY (24)

Master Summoners! Predaplants! Frighfur Fusion Monsters! *Fusion Enforcers* enhances Fusion strategies based on the Decks of popular characters from the *Yu-Gi-Oh!* ARC-V animated TV series and introduces a brand-new, original Fusion strategy that's sure to delight both newcomers and veteran Duelists alike! This 60-card expansion for the *Yu-Gi-Oh!* Trading Card Game is offered in 5-card boosters packed in 24-count displays. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

KON 83162-D ..... \$95.76



### YU-GI-OH! TCG: RAGING TEMPEST SPECIAL EDITION BOX DISPLAY (10)

*Raging Tempest* unleashes the Zoodiacs, a new team of Beast-Warriors that redefine Xyz Summoning, while Windwitches make Synchro Summoning a breeze! Plus, with *Raging Tempest*, Duelists can look forward to a set filled with awesome new cards for a variety of themes like SPYRAL, Ancient Gears, Subterrors, Crystrons, and Shaddolls! Each box of *Raging Tempest Special Edition* for the *Yu-Gi-Oh!* Trading Card Game comes with three *Raging Tempest* booster packs, plus foil version preview cards from the Spring 2017 booster, and Super Rare variant cards! Offered in 12-count displays. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

KON 83145-D ..... \$99.90



### LAMENTATIONS OF THE FLAME PRINCESS RPG: BROODMOTHER SKYFORTRESS

You know what your crapsack campaign world needs? Giants made out of sharks and elephants, lurking in a haunted house in the clouds, ready to jump out of cyclopean shadows and murder your PCs right in their stupid faces! *Broodmother Sky Fortress* is the most awesome adventure ever for *Lamentations of the Flame Princess* RPG! Scheduled to ship in January 2017.

IMP LFP0019 ..... \$29.99



### ICONIC DIVIDER PACK (8)

Scheduled to ship in December 2016.

LGN DIV001 ..... PI

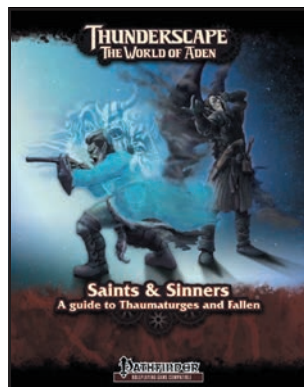


### PLAYMATS

Scheduled to ship in December 2016.

ALCHEMY  
LGN PLM064 ..... PI  
SERVE ME  
LGN PLM067 ..... PI

## KYODAI GAMES



### THUNDERSCAPE: SAINTS & SINNERS: A GUIDE TO THAUMATURGES AND FALLEN

Cloak Yourself in Faith & Darkness! The Known Lands of Aden are a dangerous and often dark place. Among the brave and most faithful of Aden's people, the Thaumaturges walk boldly into the shadows, the brilliant light of legend and myth steeling their will and protecting them from harm even in the most sinister of circumstances. The Fallen, on the other hand, have been touched by the darkness against their will, and now they blend into the shadows to strike back at the evil that seeks to lay claim to their eternal souls. No matter how great the danger, no matter how deep the shadows, the Thaumaturges and the Fallen are there to lead the way. It's time to take Aden back from the Darkfall! Scheduled to ship in January 2017.

S2P KYG030003 ..... \$24.99

## LEGION SUPPLIES



### SIDELOAD DEFENDER INNER SLEEVES (100)

Scheduled to ship in December 2016.

CLEAR  
LGN DEFS01 ..... PI  
WHITE  
LGN DEFS03 ..... PI

### CARD SLEEVES (50)

Scheduled to ship in December 2016.

ALCHEMY  
LGN MAT064 ..... PI  
SERVE ME  
LGN MAT067 ..... PI



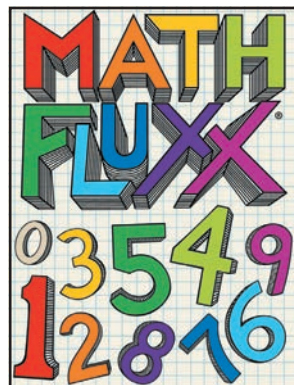
## LOONEY LABS



### JUST DESSERTS: BETTER WITH BACON EXPANSION

Everything's Better with Bacon, even *Just Desserts!* Looney Labs' hit game of serving sweets brings a little savory into the mix with this 10-card expansion pack. *Better with Bacon* features six new edibles and four new customers, including such delicacies as chocolate-dipped bacon and bacon ice cream, and the additional "Just Coffee" allows you to serve mocha cheesecake to Mr. Jitters, among others. Brooke Allen, illustrator of the *Lumberjanes* comic, returns to illustrate these new cards to tickle your taste buds and your funny bone!

LOO 076 .....\$5.00



### MATH FLUXX: DECK (DISPLAY 6)

It's About the Numbers! Players in *Math Fluxx* use positive integers (whole numbers) in their quest to achieve a very mathematical Goal. But, it's not just putting 4 and 2 together to achieve the 42 Goal (for example); *Math Fluxx* also features the Plan B Meta Rule, which puts Special Victory Rules into play that give you a second way to win and require even more arithmetical acumen. With *Math Fluxx*, the fun is exponential!

LOO 077 .....\$16.00

## MANTIC ENTERTAINMENT

### DEADZONE

Scheduled to ship in November 2016.



### NEXUS PSI EXPANSION SET (11)

MGE MGDZM35 .....\$59.99



### PLAGUE FACTION BOOSTER SET (17)

MGE MGDZP102.....\$39.99



### PLAGUE FACTION STARTER SET (29)

MGE MGDZP101.....\$39.99

### KINGS OF WAR

Scheduled to ship in November 2016.



### ABYSSAL DWARF SLAVE ORC GORE RIDER REGIMENT SET (10)

MGE MGKWK301 .....\$49.99



### DWARF STONE PRIEST

MGE MGKWD201 .....\$10.99



### EARTH ELEMENTAL REGIMENT SET (3)

MGE MGKWN403 .....\$34.99



### ELF WAR CHARIOT REGIMENT SET (3)

MGE MGKWE401 .....\$59.99



### FORCES OF THE ABYSS HELLHOUND REGIMENT SET (5)

MGE MGKWA302.....\$29.99



### FORCES OF THE ABYSS TORTURED SOULS REGIMENT SET (9)

MGE MGKWA301 .....\$29.99



### NAIAD WYRMLIDER REGIMENT SET (3)

MGE MGKWN402 .....\$49.99

### THE WALKING DEAD

Scheduled to ship in January 2017.



### ALL OUT WAR, DAYS GONE BYE EXPANSION

MGE MGWD006.....\$39.99



### ALL OUT WAR, DICE BOOSTER/BAG

MGE MGWD202.....\$19.99



### ALL OUT WAR, MORGAN BOOSTER EXPANSION

MGE MGWD104.....\$19.99



### ALL OUT WAR, PRELUDE TO WOODBURY EXPANSION

MGE MGWD002.....\$39.99



### ALL OUT WAR, SCENERY BOOSTER SET

MGE MGWD201.....\$34.99



### ALL OUT WAR, SHANE BOOSTER EXPANSION

MGE MGWD102.....\$19.99

### WARPATH

Scheduled to ship in November 2016.



### PLAGUE 1ST GENERATION MUTANT

MGE MGWPP202 .....\$19.99





### PLAGUE 2ND GENERATION MUTANTS SET (6)

MGE MGWPP303 .....\$24.99



### PLAGUE 3RD GENERATION TROOPERS SET (24)

MGE MGWPP301 .....\$29.99



### PLAGUE ABERRATION

MGE MGWPP401 .....\$19.99



### PLAGUE ZOMBIES SET (20)

MGE MGWPP302 .....\$29.99

## MERCS MINIATURES



### DUMPSTER DIVER

Transform trash into treasure with *Dumpster Diver*, the card game of glorious garbage digging! Scheduled to ship in October 2016.

MCX 4100 .....\$25.00



### EMERGENCE: EVENT

In *Emergence: Event*, an exciting, competitive, space exploration board game, players seek to explore (and control) locations in the galaxy to gain the resources, artifacts, and technology necessary to help them evolve and face even more difficult encounters in their quest for knowledge and power. Scheduled to ship in October 2016.

MCX 9001 .....\$60.00

## MERCS

Scheduled to ship in October 2016.



### CONFLICT

In *MERCS: Conflict*, each player takes the helm of a mega-corporation in the not-too-distant future, attacking and manipulating their opponents through political prowess, cunning espionage, economic acumen, and military might. In the end, the last MegaCon standing will receive all the glory. Are you willing to accept the promotion to CEO?

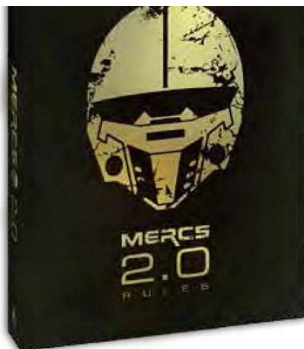
MCX 2990 .....\$50.00



### RECON COUNTER THREAT

In *MERCS: Recon*, a fully cooperative, stand-alone, modular game set in the exciting *MERCS* world, players are *MERCS* infiltrating an opposing MegaCon location who must fight through the tight corridors of the structure, capture and interrogate worker-citizens, find mission objectives, and secure the package.

MCX 2801 .....\$60.00



### MERCS: TABLETOP 2.0 RULES

Updated and expanded, *MERCS 2.0* streamlines ranged and melee combat, simplifies *MERC* reference cards, sharpens rules on elevation, and makes combat more bloody and more dangerous for the *MERCS* tabletop skirmish combat game. Scheduled to ship in October 2016.

MCX 902 .....\$60.00



### TABLETOP 2.0 - FACTION PACKS

CCC MCX 701 .....\$35.00  
EIC MCX 711 .....\$35.00  
EU INC. MCX 710 .....\$35.00  
GCC MCX 712 .....\$35.00  
HOUSE 4 MCX 709 .....\$35.00  
HOUSE 9 MCX 704 .....\$35.00  
ISS MCX 708 .....\$35.00  
KEIZAI WAZA MCX 706 .....\$35.00  
KEMVAR MCX 702 .....\$35.00  
SEFADU MCX 705 .....\$35.00  
TEXICO MCX 707 .....\$35.00  
USCR MCX 703 .....\$35.00



### THE WORKER'S HEART

Edison Tavares Jorge Machado thought he had it all. As one of the youngest Unit Leaders in all of KemVar Acquisitions, he had a steady paycheck, a challenging job, and the respect of his superiors and peers. That is, until he forgot the soldier's cardinal rule - always follow your orders! Dive into the exciting, near-future, sci-fi world of *MERCS* with this new novel from J.L. Allan. Featuring layers of corporate intrigue and plenty of *MERCS* action, *The Worker's Heart* gives readers an in-depth look at the world of the MegaCons, where the term 'hostile takeover' is meant literally and everything, and everyone, lives to serve the bottom line.

MCX 901 .....\$10.00

**MYTH**  
Scheduled to ship in October 2016.



### MYTH: 2.0 GAME RULES

In *Myth*, a fully cooperative fantasy miniatures board game, players take on the role of one of five different heroes working together to defeat the Darkness. *Myth* heroes are clothed in immense power, able to reave all but the mightiest foes. Through traps, trials, and tests, the players create their own tales. And it is these stories that are the real myths, told and retold with friends and family at game tables and mead benches, earning warm smiles and treasured laughter.

MCX 5904 .....\$90.00



### BLACKWALL WARRENS

Under the sprawling ruins of the once great trading city of Blackwall lies the Knot. The maze of tunnels house uncounted evils. In the deep dark of the warrens, courage is tested and fear takes hold. Enhance your Hero's abilities and push back the Darkness! *Blackwall Warrens* expands and updates the world of *Myth* with Journeyman Heroes, terrifying new monsters, exciting new weapons and armor sets, and a new hero: the Outsider.

MCX 5903 .....\$60.00



### SHORES OF KANIS

The kingdom of the Okian lies at the heart of sun-scorched Kanis. It is a sand-blasted land where massive stone monuments rise to honor the dark master Anunkara, Keeper of the Dead. Enhance your Hero's abilities and push back the Darkness! *Shores of Kanis* expands and updates the world of *Myth* with Journeyman Heroes, terrifying new monsters, exciting new weapons and armor sets, and a new hero: the Swashbuckler.

MCX 5902 .....\$60.00



## THE BANNER SAGA: WARBANDS

In *The Banner Saga: Warbands*, a cooperative fantasy miniatures board game based on the epic, award-winning, story-based, tactical roleplaying video game *The Banner Saga*, players take on the role of one of four leaders in a warband (Quartermaster, Keeper of Names, Warmaster, and Thane) tasked with keeping the warband together - and alive - through an emotional journey across a breaking world. Lead your caravan across this stunning, yet harsh, landscape as you fight for survival against an unimaginable threat that jeopardizes an entire civilization. Bold leadership decisions, wise use of resources, and skillful battle tactics are vital to ensure your Viking clan survives - and endures! Scheduled to ship in October 2016.

MCX 4012 ..... \$60.00



## MONTE COOK GAMES



### NO THANK YOU EVIL! RPG: STORY PLEASE

Someone stole all the robot waiters from The Cake Is a Pie, a famous cake and pizza restaurant. Clues lead to an alien factory where everyone looks the same. Can the players overcome obstacles and hazards, confront Joe the Giant, and solve the mystery to return the robot waiters? Journey into Storia in adventures of your own design with *Story, Please!*, an adventure-building deck expansion for *No Thank You, Evil!* Pick cards, draw them at random, or mix and match. Create a great story with all the details you need - in minutes! Scheduled to ship in March 2017.

PSI MCG137 ..... \$19.99

## MR. B GAMES

### MADNESS AT MIDNIGHT

In *Madness at Midnight*, players control a band of deranged cultists and use them to fulfill sinister plots, complete dark ceremonies, and control key locations in Arkham. Since you all want the world to end your way, prepare to meet opposition - not just from the investigators that roam the streets looking for occult activity, but from other cultists, too. Scheduled to ship in March 2017.

MIB 1018 ..... \$64.99



## NINE DRAGONS PUBLICATIONS



### HONOUR RPG: NIHON: MOUNTAINS, MAGIC, MECHA & MYSTERY

Nihon (Pangu's equivalent to our Japan) is a land of mist-filled valleys, mega-cities, and giant robots! Who wouldn't want to go there? This sourcebook allows players and GMs to expand their *Honour* campaigns into the mysterious and exciting Land of the Rising Sun! Scheduled to ship in January 2017.

S2P NDR00010 ..... \$20.00

## ONE SMALL STEP GAMES



### ARES MAGAZINE: ISSUE 04 - EXTRACTORS

In *Extractors*, one player controls a company of the Dorian Cellular Forces, consisting of Augmented Infantry Sections organized in cells and support vehicles, as they face Avronian Machines whose AI is represented by the opposing player. Contains a rulebook, playing surface, a sheet of die-cut mounted counters, and a sheet of tables. Scheduled to ship in January 2017.

S2P OSSARES004 ..... \$30.00

*Uwe Rosenberg*

# Le Havre

Become a shipping Magnate on the Normandy Coast!

Uwe Rosenberg's classic shipping game, coming soon!

I-5 100-200 12+

Mayfair Games®

mayfairgames.com

Copyright © 2016 "Le Havre" is a registered and trademarked property of Mayfair Games, Inc. and Uwe Rosenberg. All rights reserved.

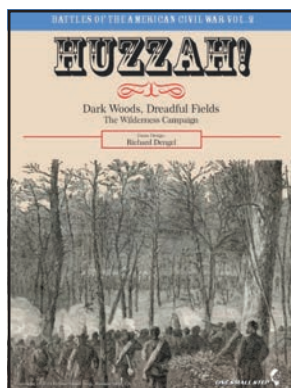




### GUDERIAN'S WAR: THE GERMAN ADVANCE ON MOSCOW 1941

*Guderian's War: The German Advance on Moscow, 1941* is a two-player, low-to-intermediate complexity, strategic simulation of the German drive on Moscow during Operation Barbarossa, a crucial part of their attempt to overrun the western Soviet Union in 1941. Scheduled to ship in January 2017.

S2P OSS21706 .....\$69.95



### HUZZAH! 2: DARK WOODS, DREADFUL FIELDS - THE WILDERNESS CAMPAIGN

Featuring eight scenarios, this second volume in the *Huzzah!* series concentrates entirely upon the Wilderness Campaign. Scheduled to ship in January 2017.

S2P OSS21705 .....\$62.95

## OSPREY PUBLISHING



### CONCORDE

When commercial air services were launched in 1976, Concorde was hailed as one of the wonders of the technological world. Flying at speeds in excess of Mach 2, she was the only commercial airliner ever developed that could maintain twice the speed of sound for periods of over two hours. This is a complete illustrated guide to Concorde, which examines how its designers had to overcome significant challenges in the pursuit of supersonic commercial passenger travel. Scheduled to ship in February 2017.

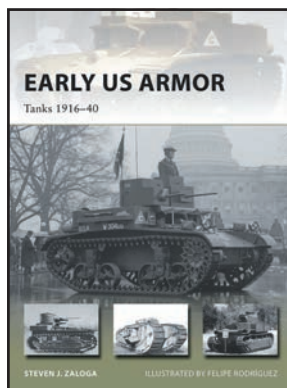
OSP GM955 .....\$12.00



### DUTCH ARMIES OF THE 80 YEARS' WAR 1568-1648 (1): INFANTRY

The 80 Years' War (also known as the Dutch War of Independence) was the foundation of Dutch nationhood, and during the course of the conflict one of its main leaders - Maurice of Orange-Nassau - created an army and a tactical system that became a model throughout Europe. This study, the first of a two-part series, focuses on the Dutch infantry. Scheduled to ship in March 2017.

OSP MAA510 .....\$18.00



### EARLY US ARMOR: TANKS 1916-40

Between the two world wars, the United States contributed significantly to the evolution of the tank, a weapon invented by the British and the French seeking to break through the lines of German trenches. From the employment of the French Renault FT and British Mark V during their involvement in World War I, the United States branched out with its own indigenous designs, including the M1 Cavalry Car and the M2 Light and Medium tanks, the precursors to the Stuart and Grant tanks of World War II. Tank designers in this period faced unique challenges, and the story of early American armor is littered with failures among the successes. Scheduled to ship in March 2017.

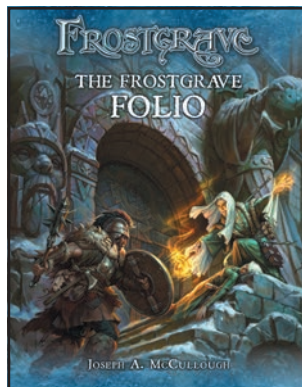
OSP NVG245 .....\$18.00



### FROSTGRAVE: CALENDAR 2017

Scheduled to ship in November 2016.

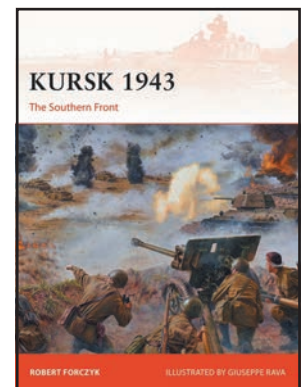
OSP FGVCAL.....\$15.00



### FROSTGRAVE: THE FROSTGRAVE FOLIO

*The Frostgrave Folio* is a complete collection of all previously released *Frostgrave* mini-ebook supplements in one printed volume. This includes *Hunt for the Golem*, a three-scenario campaign in which the warbands hunt down a rogue golem; *Sellsword*, which introduces rules for experience-gaining captains to help lead warbands; *Dark Alchemy*, which expands the rules for potions and potion brewing; and *Arcane Locations*, which gives additional options for bases and base upgrades. The book also includes a completely new mini-supplement, *The Ravages of Time*. Scheduled to ship in March 2017.

OSP FGV011.....\$18.00



### KURSK 1943: THE SOUTHERN FRONT

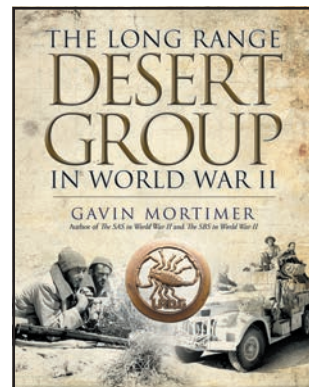
Mauled at Stalingrad, the German army looked to regain the initiative on the Eastern Front with a huge offensive launched near the city of Kursk, 280-miles southwest of Moscow. Armed with the new Panther tank, Hitler and Field Marshal von Manstein were confident that they could inflict another crushing defeat on the Soviet Union. What they didn't know is that the Soviets knew about the coming attack, and they were ready. This book focuses on the southern front of this campaign, which featured the one of the biggest clashes of armor of the war, as over a thousand tanks clashed in the battle of Prokhorovka. Scheduled to ship in March 2017.

OSP CAM305 .....\$24.00

### SUOMI SUBMACHINE GUN

Entering service in 1931, the 9x19mm Suomi KP/-31 submachine gun saw extensive combat with Finnish troops during their fight against Soviet forces in 1939-44. It was also manufactured under licence in Switzerland, Denmark and Sweden, and remained in Finnish service until the 1980s, an indication of its durability. Scheduled to ship in March 2017.

OSP WEAP054.....\$20.00



### LONG RANGE DESERT GROUP IN WORLD WAR II

Established in June 1940 as the brainchild of scientist and soldier Major Ralph Bagnold, a contemporary of Lawrence of Arabia, the Long Range Desert Group (LRDG) allowed the British Army to gain a crucial advantage in the North African Front of World War II. Using never-before-published photographs and archival material, interviews with surviving veterans who have never before gone on record regarding their wartime exploits, and special access to the SAS archives, Gavin Mortimer tells the story of the origins and dramatic operations of Britain's first ever special forces unit. Scheduled to ship in March 2017.

OSP GM338 .....\$27.00



### PANZER 38(T) VS BT-7: BARBAROSSA 1941

The tank battles in the Soviet Union during the summer of 1941 were the largest in World War II, exceeding even the more famous Prokhorovka encounter during the Kursk campaign. Indeed, they were the largest tank battles ever fought. This book examines two evenly matched competitors in this conflict: the German Panzer 38(t) and the Soviet BT-7. Scheduled to ship in March 2017.

OSP DUE078.....\$20.00





## OVERWORLD GAMES



### LEADERS OF EUPHORIA

You have survived the Incident along with three of your trusted recruits, but the city of Euphoria needs a leader to return it to its former greatness. The Euphorians are brainwashing survivors to convert them into loyal workers that will maintain their extravagant city. Meanwhile, the Subterraneans are emerging from their tunnels to claim the city for themselves. A new order emerges from the ashes of civilization. A leader must be crowned. Will you choose a better oppressor? Based on the acclaimed gameplay of *Good Cop Bad Cop*, *Leaders of Euphoria* introduces new rules that provide more depth and opportunities for strategy. Scheduled to ship in March 2017.

PSI OWG0701 .....\$21.99

## PAIZO PUBLISHING



### PATHFINDER ADVENTURE CARD GAME: MUMMY'S MASK ADVENTURE DECK 6 - PYRAMID OF THE SKY PHARAOH

Your *Mummy's Mask* adventure concludes in high-flying style! As you bring the sky pyramid down to the ground for the first time in 6,000 years, you must venture into four elemental crypts and defeat the mummy lord Hakotep's generals. Should you live through this experience, the Sky Pharaoh, himself, will stand against you! The *Pyramid of the Sky Pharaoh Adventure Deck* is a 110-card expansion that adds five new scenarios to the *Pathfinder Adventure Card Game*, including new locations, villains, monsters, curses, traders, and loot. Scheduled to ship in March 2017.

PZO 6036 .....\$19.99

### PATHFINDER LEGENDS: CURSE OF THE CRIMSON THRONE (AUDIO CD)

*Pathfinder Legends* audio dramas adapt the world and characters of the best-selling *Pathfinder Roleplaying Game*. Each episode runs about 2-hours and features a cast of professional actors, sound effects, and music that immerse you into the dangerous and exciting world of *Pathfinder*! Scheduled to ship in January 2017.

#### EDGE OF ANARCHY

PZO BFPATHCD013 .....\$21.99

#### SEVEN DAYS TO THE GRAVE

PZO BFPATHCD014 .....\$21.99



### PATHFINDER RPG: ADVENTURE PATH - IRONFANG INVASION PART 2 - FANGS OF WAR

With their colony of survivors safe, the heroes must scour the wilderness of the Fangwood for resources and make contact with anyone who can help them strike back against the invading Ironfang Legion. But as they push into the wilds, all signs point to the legendary Charnasardo Rangers being wiped out or imprisoned by the merciless black dragon Ibzairiak! A *Pathfinder Roleplaying Game* adventure for 5th-level characters, *Fangs of War* continues the *Ironfang Invasion Adventure Path*. Scheduled to ship in March 2017.

PZO 90116 .....\$24.99



### PATHFINDER RPG: FLIP-MAT - FORBIDDEN JUNGLE

Whether you're searching for a lost relic hidden within remnants of an ancient empire or fleeing the violence of a hungry tribe of cannibals, *Pathfinder Flip-Mat: Forbidden Jungle* has you covered. Each side of the Flip-Mat features the thick foliage of dense rainforests hiding savage tribes, terrible traps, and hidden riches. Measuring 24" x 30", this Flip-Mat features a coated surface that's designed to handle any dry erase, wet erase, or even permanent marker. Scheduled to ship in March 2017.

PZO 30081 .....\$14.99



# Can you build a city?

## Build your city in this epic strategy game, coming this fall!

I-4 30-240 12+

**Mayfair Games**

mayfairgames.com

Copyright © 2016 The Colonists is a copyright and trademark property of Mayfair Games, Inc. and Lookout Games. All rights reserved.



GAMES

IF YOU ARE INTERESTED IN WHAT YOU SEE ON THESE PAGES, ASK YOUR LOCAL RETAILER TO RESERVE IT FOR YOU!

WWW.GAMETRADEMAGAZINE.COM

GTM  
JAN  
2017



## SPOTLIGHT ON


**PATHFINDER RPG:  
BESTIARY 6 HARDCOVER**

The End is Nigh! Archdevil Mephistopheles, Charon of the River Styx, and that notorious haunter of holidays, Krampus! Truly legendary heroes require truly legendary foes, and now these world-ending menaces are unleashed within the pages of *Bestiary 6*, featuring over 200 monsters for use in the *Pathfinder Roleplaying Game*. Test your mettle against Archdevils and the Horsemen of the Apocalypse, two-headed dragons and the Wild Hunt, conqueror worms or living statues haunted by dead gods, troops of goblins or strangely sentient oozes, and myriad other menaces suitable for all levels of play! New templates allow you to get more life out of classic monsters, while appendices help you find the right monster, including lists by Challenge Rating, monster type, and habitat, and expanded universal monster rules simplify combat. Scheduled to ship in March 2017.

PZO 1137.....\$44.99


**PATHFINDER RPG: PLAYER  
COMPANION - MONSTER  
HUNTER'S HANDBOOK**

Sometimes an adventurer needs to take down a specific monstrous threat, and with the *Monster Hunter's Handbook* you can prepare to find (and fight) any monstrous foe! With the never-before-seen character options, equipment, and spells in this *Pathfinder Player Companion*, characters learn the difference between hunting dinosaurs and dragons, and show why it takes totally different equipment than hunting aberrations, vermin, plants, or magical beasts! Scheduled to ship in March 2017.

PZO 9478.....\$14.99

## PELGRANE PRESS


**13TH AGE RPG:  
THE CROWN COMMANDS**

Four crowned icons of the Dragon Empire. Forty battles. Are you ready? Crush a dwarven city beneath your mighty Gearwork Dungeon! Plunder the elven goldenwood library that holds the secrets of the Green! Soak the sands of the Emperor's arena with the blood of his living champions in the name of the One-Eyed King! *The Crown Commands: Battle Scenes for Four Icons* offers icon-themed 13th Age Roleplaying Game encounters for the Dwarf King, Elf Queen, Emperor, and Lich King. You'll find challenging fights at all levels of play, packed with dangerous foes on terrifying terrain.

IMP PEL13A12.....\$27.95

## PETERSEN GAMES


**ORCS MUST DIE:  
THE BOARD GAME**

Choose an Avatar! Survive the Onslaught! In *Orcs Must Die! The Board Game*, players build an exciting fortress using an innovative, tile-based system, then cooperatively battle swarms of baddies as they plunge through their defenses to abolish their Rift! Scheduled to ship in December 2016.

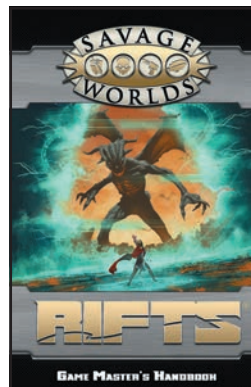
PTG OMDO.....\$99.00

**PINNACLE  
ENTERTAINMENT GROUP**

**SAVAGE WORLDS RPG: EAST TEXAS  
UNIVERSITY COLLECTORS BOX SET**

This Collector's Box Set contains *East Texas University* (Softcover), *Degrees of Horror* (Softcover), the ETU GM Screen with *Adventure*, and ETU Map Sets *Classrooms/Off Campus Housing* and *Library/Business Sector*, plus *East Texas University Bennies* (20) and a Dice Set. Scheduled to ship in February 2017.

S2P 10315.....\$79.99


**SAVAGE WORLDS RPG: RIFTS  
- GAME MASTERS HANDBOOK  
LIMITED EDITION (HARDCOVER)**

*The RIFTS Game Master's Handbook* is packed cover-to-cover with everything you need to master a setting with decades of history and a Megaverse of possibilities. A thorough yet concise overview of the world, with a focus on the North American continent where the Tomorrow Legion is based, adds to information about all the factions and other major known threats the heroes are likely to encounter. All you need to know about the ley lines, the Rifts, how they work, and how to on-the-fly generate them at need is included. You also get a powerful Adventure Generator tailored to the unique qualities of Rifts North America and the foes that plague the Tomorrow Legion. Scheduled to ship in January 2017.

S2P 11201LE.....\$24.99


**SAVAGE WORLDS RPG: RIFTS  
- SAVAGE FOES OF NORTH  
AMERICA LIMITED EDITION  
(HARDCOVER)**

One day, your heroes may face a heavily mechanized patrol of Coalition Soldiers. The next, they're trading lasers and mystic bolts with a horde of cybernetic-loving demons called Brodkiel. Next week, a gargantuan tentacled horror from a Rift threatens every living thing in the region, and it's up to the Tomorrow Legion to stop it - somehow. *RIFTS: Savage Foes of North America* contains stats and descriptions for all of the major monsters and enemies a group of heroes might face as they serve in the Tomorrow Legion: the Coalition States, the Federation of Magic, the Black Market, the 1st Apocalyptic Cavalry, and the bandits of the Pecos Empire, as well as important key figures, such as Emperor Prosek, Lord Alistair Dunson, and Sabre Lasar. Scheduled to ship in January 2017.

S2P 11202LE.....\$24.99


**SAVAGE WORLDS RPG: RIFTS  
- THE TOMORROW LEGION  
PLAYERS GUIDE LIMITED EDITION  
(HARDCOVER)**

A MEGAVERSE GONE MAD! Prepare yourself for a railgun-shredding, mega-powered, magic flinging journey into a post-post-apocalyptic world where supernatural horrors vie with technological empires for mastery of the world. This is the world of *RIFTS*! Unpredictable holes in the very fabric of space and time open the way to countless creatures, beings, and dangers. Whatever you imagine, whatever you fear, it's somewhere on this war-and-chaos ravaged world. In the battle for survival, the Tomorrow Legion brings together the greatest, the bravest, and the craziest to stand against an infinity of threats. The *RIFTS Tomorrow Legion Player's Guide* contains everything you need to make and equip mega-powered characters for the *RIFTS* Earth setting. Iconic Frameworks load you up with options for well-known concepts (Glitter Boys, Juicers, Ley Line Walkers, and Mind Melters), as well as the capacity to craft your own custom ideas. New Setting Rules bring home the gonzo, cranked-to-eleven nature of *RIFTS*, while the gear lists include everything from incredibly powerful weapons and armor to cybernetics to arcane-fueled Techno-Wizard items. Scheduled to ship in January 2017.

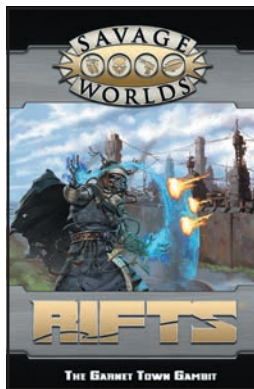
S2P 11200LE.....\$29.99


**SAVAGE WORLDS RPG: SAVAGE  
RIFTS - COLLECTORS BOX SET**

This Collector's Box Set contains *RIFTS: The Tomorrow Legion Player's Guide* (Softcover), *RIFTS: Game Master's Handbook* (Softcover), *RIFTS: Savage Foes of North America* (Softcover), *Savage RIFTS GM Screen and Garnet Town Gambit Adventure*, and *Savage RIFTS Maps North America & Castle Refuge, Wasteland Portal & Ley Line, and Nexus Point & Forest Glade*. Also included are *Savage RIFTS Bennies* (20) and a Dice Set. Scheduled to ship in January 2017.

S2P 11208.....\$129.99





### SAVAGE WORLDS RPG: SAVAGE RIFTS - GM SCREEN AND GARNET TOWN GAMBIT ADVENTURE

Explore the world of *RIFTS* using the *Savage Worlds* system with this three-panel GM Screen and full-color adventure ("Garnet Town Gambit"). Scheduled to ship in January 2017.

S2P 11203 ..... \$19.99



### SAVAGE WORLDS RPG: SAVAGE RIFTS MAPS

These 24" x 30" full-color, double-sided, erasable maps have a layer with a 1" grid and features a wasteland, a few outbuildings, and crossroads. Scheduled to ship in January 2017.

#### NEXUS POINT & FOREST GLADE

S2P 11206 ..... \$14.99

#### WASTELAND PORTAL & LEY LINE

S2P 11205 ..... \$14.99

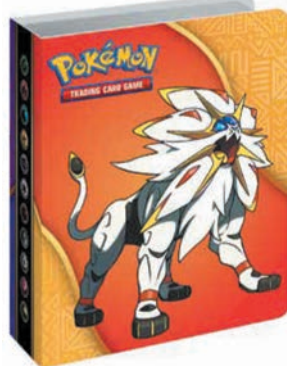


### SAVAGE WORLDS RPG: SAVAGE RIFTS - MAP: NORTH AMERICA & CASTLE REFUGE

This full-color, double-sided, erasable map depicts the continent of North America long after the Rifts tore the world asunder and changed the very landscape with apocalyptic fury. All the key locations of the continent are noted in beautiful detail, giving game masters and players alike a full sense of the world they're exploring and trying to save. Scheduled to ship in January 2017.

S2P 11204 ..... \$14.99

## POKÉMON USA



### POKÉMON TCG: GIRATINA 3 PACK BLISTER

Power up your *Pokémon TCG* collection with a never-before-seen foil promo card featuring the Legendary *Pokémon* Giratina, plus three *Pokémon TCG* booster packs, a collectible coin, and a code card for the *Pokémon Trading Card Game Online*.

PUI 80286 ..... PI



### POKÉMON TCG: GX SUN & MOON

Welcome to the tropical Alola region! Start your journey with Rowlet, Litten, and Popplio, then seek out the Legendary *Pokémon* Solgaleo-GX and Lunala-GX to witness the awesome power of a new kind of *Pokémon*! Discover dozens of never-before-seen *Pokémon*, Alola forms of familiar favorites, and new ways to battle in the Sun & Moon expansion for the *Pokémon Trading Card Game*. This 140-card expansion is introduced in 10-card boosters packed in 36-count displays and three-booster Blister Boxes. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

#### BOOSTER DISPLAY (36)

PUI 80194-D ..... PI

#### BLISTER BOX

PUI 80196 ..... PI

### POKÉMON TCG: GX SUN & MOON COLLECTOR'S ALBUM DISPLAY (12)

Store up to 60 of your latest and greatest *Pokémon* cards in this collector's album, complete with a booster pack from the *Pokémon TCG: Sun & Moon* expansion so you can start filling it up right away!

PUI 80206 ..... PI

### POKÉMON TCG: ZYGARDE COMPLETE COLLECTION BOX

Zygarde is now complete and ready for action! Take the ultimate Form of Zygarde into battle with the *Pokémon TCG: Zygarde Complete Collection* featuring a foil promo card and a collector's pin of Zygarde Complete, plus three *Pokémon TCG* booster packs and a code card for the *Pokémon Trading Card Game Online*.

PUI 80273 ..... PI

# AGRICOLA

Expansion for 5-6 Players

## Farm, sow, plow, harvest, and expand!

## Will you and your family prosper?

mayfairgames.com

Copyright © 2016 "Agricola" is copyright and trademark property of Mayfair Games, Inc. and Lookout Games. All rights reserved.



## POKÉMON TCG: GX SUN & MOON ELITE TRAINER BOX

Join the Elite Trainers with the *Pokémon TCG: Sun & Moon Elite Trainer Box*! Inside you'll discover eight *Sun & Moon* booster packs, 65 card sleeves featuring Solgaleo or Lunala, 45 *Pokémon TCG* Energy cards, six damage-counter dice, a competition-legal coin-flip die, two acrylic condition markers, a player's guide to the *Sun & Moon* expansion, and a code card for the *Pokémon Trading Card Game Online*, all packaged in a collector's box complete with four dividers to keep it organized.

PIU 80204.....\$16.99

## PORTAL



### 51ST STATE: SCAVENGERS EXPANSION

In *51st State: Scavengers*, nothing is lost forever - meaning that you can now search the discard pile for valuable locations and leverage them for use in your State. The first expansion for the *51st State: Master Set*, this set of fifty cards brings back fan-favorite cards from the original *Ruins* expansion while introducing new locations and a new mechanism to the game. Scheduled to ship in March 2017.

PSI PLG0156.....\$16.00

## PRIVATEER PRESS

### HORDES

Scheduled to ship in February 2017.



### CIRCLE ORBOROS KAYA THE WILDHEART WARLOCK

PIP 72102.....\$29.99



### CIRCLE ORBOROS LOKI WARBEAST

PIP 72099.....\$49.99



### CIRCLE UNA THE SKYHUNTER WARLOCK

PIP 72101.....\$16.99



### FORCES OF HORDES - CIRCLE ORBOROS COMMAND

*Forces of HORDES: Circle Orboros Command* provides the foundation every Circle Orboros player needs, including a complete listing of all current warlocks and warbeasts released to date, as well as two new warlocks, a new character warbeast, and a selection of core units and solo from the Faction.

#### HARDCOVER

PIP 1093.....\$11.99

#### SOFTCOVER

PIP 1092.....\$27.99



### TROLLBLOOD HORGLE THE ANVIL WARLOCK

PIP 71107.....\$22.99

### WARMACHINE

Scheduled to ship in February 2017.



### MERCENARIES COLBIE STERLING CAPTAIN OF THE BRI SOLO

PIP 41145.....\$41.99



### MERCENARIES THORN GUN MAGES LLAELESE UNIT

PIP 41138.....\$31.99

## RED KNIGHT CARD GAMES

### OFFERED AGAIN



### O/A SWORD OF KINGS

The king is dead, killed by the evil dragon living in the Volcanic Mountain. The kingdom is now divided as the knights fight each other to prove their claim to the throne. It is foretold that the only way to unite the land is to wield the *Sword of Kings*, but the Dragon carried the sword away to its Lair. Do you have what it takes to become king by defeating the dragon and its minions to regain the sword? Scheduled to ship in December 2016.

RED 001.....\$24.99

## RENEGADE GAMES STUDIOS

### SPOTLIGHT ON

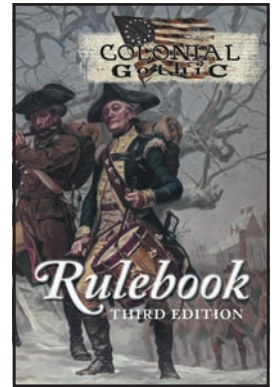


### FLATLINE: A FUSE AFTERSHOCK GAME

A cooperative dice game set in the *FUSE* universe, players in *Flatline* must roll their dice and work to combine them with other players in order to properly treat arriving patients. Every round, players are racing against a one-minute timer, and must deal with the needs of each wounded crew member, as well as other emergencies within the ER. Time is running out! Scheduled to ship in March 2017.

RGS 00565.....\$50.00

## ROGUE GAMES



### COLONIAL GOTHIC: RULEBOOK 3RD EDITION

All have read about the founding of America. This history shows what led to the American Revolution and the cry for independence. The history is clear, and there is no real dispute over these events. You know the history. Or do you? There is a secret history, and this history deals with events that took place in the shadows. These events played a role in the history of the American colonies and the Revolution that few know about. The truth is hidden, and plots are afoot. Events are moving behind the scenes, and lurking in the shadows are agents with their own agenda. The time has come. War is here. Choose your side! Revised, rewritten, and redesigned, this *3rd Edition* of the *Colonial Gothic Rulebook* provides players and Gamemasters what they need to run supernatural historical horror roleplaying adventures set during the dawn of the American Revolution. Scheduled to ship in January 2017.

S2P RGG6001.....\$34.99

## ROLE 4 INITIATIVE



### DRY ERASE DUNGEON TILES - HEXAGON GAME TILES

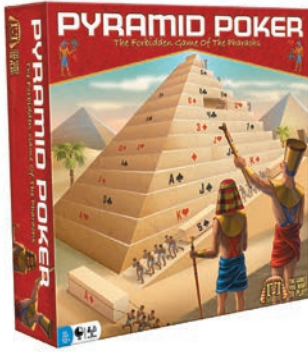
Usable for both dungeons and outdoor terrain mapping, this set of 33 double-sided, dry-erase, hexagon game tiles provides about 900-square inches of mapping space...more than enough for a large gaming table. Scheduled to ship in February 2017.

S2P R4145004.....\$39.99





## R & R GAMES



### PYRAMID POKER

The stakes are high in this forbidden game of the Pharaohs! *Pyramid Poker* is a quick, head-to-head game that takes your ancient Grand-Pharaoh's Poker to whole new levels. Each player takes turns placing blocks to assemble the pyramid. Once it's completed, players begin dismantling the pyramid, taking a block each turn as they attempt to create their best three Poker hands in their quest to become master of the Pyramid! Scheduled to ship in January 2017.

RRG 940 ..... \$19.99

## SCHWALB ENTERTAINMENT



### SHADOW OF THE DEMON LORD: EXQUISITE AGONY

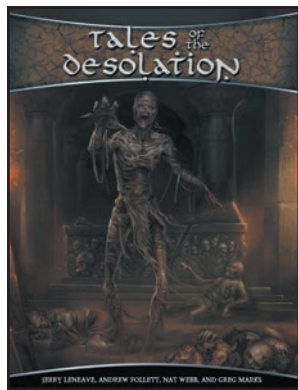
Where Angel's Fear to Tread! Somewhere far below Urth's surface lies a place of shadow and fire, a realm of exquisite agonies and terrible delights. Hell awaits all who bear corruption's stain on their souls, for it is a boundless repository for the damned, a place where every wickedness, every deviance, every sin is on full display - along with the consequences for those actions. The devils, Hell's denizens, profit from mortal misdeeds and go to incredible lengths to lead mortals astray. *Exquisite Agony* gives you everything you need to drench your *Shadow of the Demon Lord* campaigns in the horror only devils can create. With the options in this book, your campaign will to descend to new depths of darkness and despair! Scheduled to ship in January 2017.

S2P SDL1015 ..... \$19.99

### SHADOW OF THE DEMON LORD: UNCERTAIN FAITH

The Secrets of the Gods Revealed! For as long as humankind has lived on Urth, people have looked outside themselves for explanations of why they exist and what purpose they ultimately serve. Do you have the faith to face the gods? A *Shadow of the Demon Lord* supplement, *Uncertain Faith* delves into the secrets of the major cults found in and around the Empire, providing players and Game Masters alike with new information to realize these organizations in play. Scheduled to ship in January 2017.

S2P SDL1019 ..... \$24.99



### SHADOW OF THE DEMON LORD: TALES OF THE DESOLATION

The Shadow of the Wastes! Although the village of Esker stands on the edge of a vast and blighted landscape, the people living there have relied on the crusaders to keep them safe from the horrors spawned in the wastes, confident in their arms and will to drive back the dead that sometimes emerge from the roiling dust clouds. Yet, even as the people watch the north with fearful eyes, none imagined that doom would come from within their community. *Tales of the Desolation* collects the four adventures revealed at Winter Fantasy 2016 for use with *Shadow of the Demon Lord* and presents them as a mini-campaign for expert characters. Scheduled to ship in January 2017.

S2P SDL1606 ..... \$9.99



## SOLARFLARE GAMES



### LORDS OF ROCK

Rock n' Rule! After ruling the universe for millennia, the many gods soon find that their power is diminishing. Those remaining are forced into conflict for their very survival. But, war would only lead to annihilation, and they have agreed that their battle for souls and power must be waged on a cosmic scale - and that stage only allows Rock & Roll! Choosing from a myriad of powerful Pantheons, including Aztec, Chulhu, Egyptian, Greek, and Norse, players assign their deities various roles in their heavenly bands - vocals, drums, guitar, and bass. Once they've set the stage, a battle of the bands ensues across ancient, modern, and mythical venues like Atlantis, Babylon, the Dreamlands, The Grand Canyon, The Parthenon, and the Pyramid of Giza. By the end of the World Tour, one Pantheon will have earned the adoration of the fans and reign supreme over the Universe for all eternity! *The Lords of Rock* is an epic deck-building game of music & mayhem! Scheduled to ship in February 2017.

IMP SRF0400 ..... \$30.00



### LORDS OF ROCK: MOSH PIT

Good News! The Lords of Rock have come to town! Unfortunately, they're here for one night only! You desperately want a front row seat for this once-in-a-lifetime event, but so do your fellow groupies. The concert is about to start, so you'll have to fight and claw your way past each other to get to the front before the opening act takes the stage. After all, the fanatics with the best seats get to rock the hardest! *Mosh Pit* is a quick micro-game set in the world of *The Lords of Rock*. Scheduled to ship in February 2017.

IMP SRF0401 ..... \$6.00



### NIGHTMARE FOREST: DEAD RUN

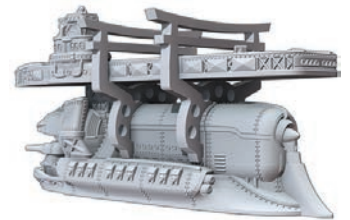
Beware the Squirrel! He wants your nuts - and your braaaaains! You and your friends are out camping when you notice a gentle breeze stirring the dead leaves that have fallen from the trees. With a building sense of dread, you have the unsettling feeling that those leaves aren't the only dead things stirring in this forest. It's a long way to the road and the safety of The City, but your only chance at survival is to leave the camp - at a Dead Run! As a critter-filled zombie infestation strikes in the darkness, you must run for your life to escape a forest overrun with the furry undead! Blinded and frantic, you blaze your own trail. Will you be the lone survivor to get back to the car and make it out alive? As the monsters grow ever-tougher, your decisions on when to push forward, when to utilize the little gear you can get your hands on, and when to use others as critter-bait will be the difference between success and being devoured in the *Nightmare Forest*!

IMP SRF0301 ..... \$29.99

## SPARTAN GAMES

### DYSTOPIAN WARS

Scheduled to ship in December 2016.



### EMPIRE OF THE BLAZING SUN YOKAI CLASS BATTLESHIP

SGS DWBS54 ..... \$22.50



### FEDERATED STATES OF AMERICA MISSISSIPPI CLASS BATTLESHIP

SGS DWF554 ..... \$22.50



### KINGDOM OF BRITANNIA MAGNATE CLASS BATTLESHIP

SGS DWKB54 ..... \$22.50



GAMES

IF YOU ARE INTERESTED IN WHAT YOU SEE ON THESE PAGES, ASK YOUR LOCAL RETAILER TO RESERVE IT FOR YOU!

WWW.GAMETRADERMAGAZINE.COM

GTM  
JAN  
2017





**PRUSSIAN EMPIRE  
EIDER CLASS BATTLESHIP**  
SGS DWPE54.....\$22.50

## HALO: GROUND COMMAND

Scheduled to ship in December 2016.



**COVENANT VANGUARD  
COVENANT COMMAND PACK**  
SGS HGCV06.....\$15.00



**COVENANT VANGUARD  
COVENANT GRUNT LEVIES UNIT  
(ALL UPGRADES)**  
SGS HGCV07.....\$24.00



**COVENANT VANGUARD  
JACKAL ASSAULT UNIT**  
SGS HGCV09.....\$15.00



**COVENANT VANGUARD  
JACKAL MARKSMEN UNIT**  
SGS HGCV08.....\$15.00



**UNSC ARMY INFANTRY UNIT  
(ALL UPGRADES)**  
SGS HGUN05.....\$24.00



**UNSC ARMY WEAPONS UNIT  
(ALL UPGRADES)**  
SGS HGUN06.....\$24.00



**GROUND COMMAND UNSC  
COMMAND & SPARTANS PACK**  
SGS HGUN04.....\$15.00



**UNSC RECON TEAM**  
SGS HGUN07.....\$15.00

## STEAMFORGED GAMES



**GUILD BALL BREWER PINTPOT  
30MM (SEASON 3)**  
SFG B03-002.....\$14.99



**GUILD BALL MASON GRANITE  
30MM (SEASON 3)**  
SFG B03-001.....\$14.99



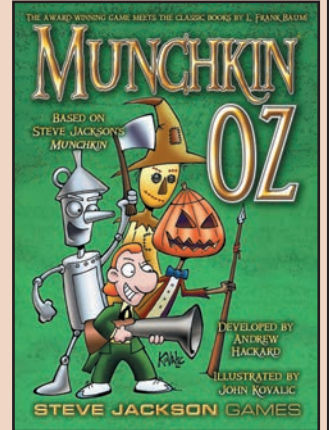
**GUILD BALL SEASON 3  
PLAYER CARD DECK**  
As an ever-evolving game, *Guild Ball* continually pushes its players and challenges its coaches. To conquer the ever-changing challenges on the pitch, this exciting deck contains one Season 3 replacement card for each current Season 1 and Season 2 *Guild Ball* model.  
SFG BACC03-002.....\$17.99

## STEVE JACKSON GAMES

## SPOTLIGHT ON

### MUNCHKIN OZ

Rescue the Scarecrow and the Tin Woodsman! Brave the Poppy Fields or the Deadly Desert! Fight against a Wicked Witch or King Krewl! Visit the Emerald City and talk with Dorothy, Ozma, or the Wizard, himself! Play a Winkie, Gillikin, or Quadling...or even a Munchkin! L. Frank Baum's Oz books have been favorites of children and their parents ever since they were published. Create your own adventures with *Munchkin Oz*! Scheduled to ship in March 2017.  
SJG 4431.....\$24.95



### MUNCHKIN OZ 2: YELLOW BRICK RAID

*Munchkin Oz* lets you backstab your friends as you travel to the land of the Wizard, the Emerald City, the Cowardly Lion, and a whole bunch of flying monkeys! In *Yellow Brick Raid*, beware the Frozen Heart, gain powers from the Magic Apron, and use Glinda's Ring to defeat The Supreme Dictator of Flatheads! This Oz-some expansion introduces 56 new cards inspired by Frank L. Baum's beloved series of Oz novels. Scheduled to ship in March 2017.  
SJG 4432.....\$11.95



**MUNCHKIN PATHFINDER: PLAYMAT - PRESENTS UNACCOUNTED FOR**  
SJG 5613.....\$16.95



### OGRE: REINFORCEMENTS EXPANSION

Celebrating the 40th Anniversary of *Ogre*, this *Reinforcements Pack* contains new components, including three more Ogres, five new types of armored units for both *Sixth Edition* factions, another complete set of basic infantry, two more 3-D command posts, and town overlays that add complexity to the *Sixth Edition* map. Plus, there's eight original scenarios written for this expansion by the game's designer, Steve Jackson. Scheduled to ship in March 2017.  
SJG 1316.....\$19.95



## SURFIN MEEPLE



### MILLIONS OF DOLLARS

Rob famous banks and prestigious casinos - and make sure you're getting the biggest share of the loot in *Millions of Dollars*, a game of bluffing, misleading, and negotiation. Whether you're the Mastermind, the Driver, or the Snitch, any negotiation tactic is legitimate with your soon-to-be double-crossed accomplice! Scheduled to ship in March 2017.

PSI SMPM001 ..... \$19.99

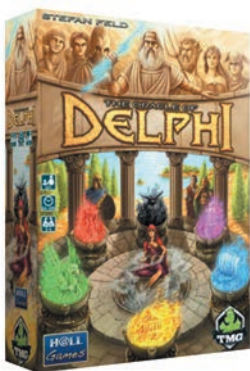
## TASTY MINSTREL



### AT THE GATES OF LOYANG

Loyang has risen to become the capital of the Han Dynasty and one of the four main capitals of ancient China. In the booming economic climate, the people of this flourishing city require an improved supply of basic foodstuff. These are supplied by local farmers who grow wheat, pumpkins, cabbage, beans, and leeks in their fields. The most successful farmer will be the one who makes the most progress on the Path of Prosperity at the Gates of Loyang.

PSI TTT2016 ..... \$59.95



### THE ORACLE OF DELPHI

Twelve legendary tasks are imposed upon the fearless participants: to erect graceful statues, raise awe-inspiring sanctuaries, offer capacious offerings, and slay the most fearsome monsters. The first participant to master all the posed assignments wins the favor of the father of the gods himself. Indubitably, you will not pass up this golden opportunity, so you clear your ship and rally your crew to follow on the trails of legendary Odysseus through the dangerous waters of the Aegean. But how could you find the righteous path onward? There is but one who can help you. Visit the mysterious Oracle of Delphi and let her answers guide your ways.

PSI TTT2015 ..... \$59.95

## THIRD EYE GAMES

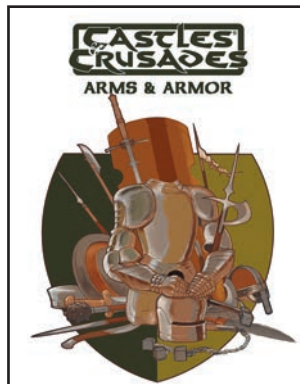


### THE NINJA CRUSADE 2ND EDITION: TRUTH AND LIES

Only a thin line exists between truth and lies - both powerful weapons if wielded with finesse and fearlessness. We cut our enemies down with our words, our ideals, and our finely sharpened weapons. In *Truth and Lies*, the second clan sourcebook for *The Ninja Crusade 2nd Edition*, learn more about the unforgiving Metal-Aspected clans: The Will of Iron, who travel the world enacting true justice, and the Hidden Strands of Fate, mysterious betrayers with a strange hold on noble ninja. Scheduled to ship in January 2017.

S2P 3EG108 ..... \$19.99

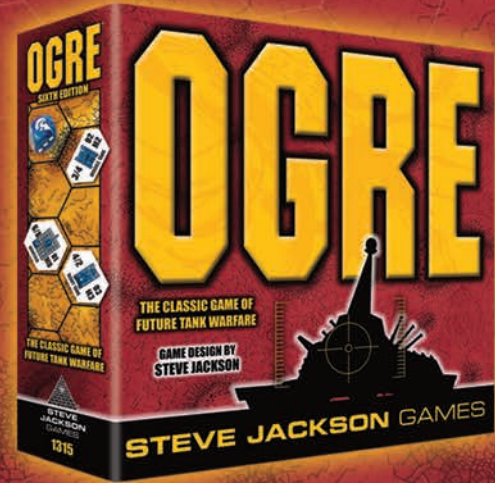
## TROLL LORD GAMES



### CASTLES & CRUSADES RPG: ARMS & ARMOR

For centuries, the clash of arms has stirred the dust of many a battlefield. The continual contest has spawned a host of weapons and tools to end life - or preserve it. Within this *Castles & Crusades* illustrated guide you'll find hundreds of listings of weapons, armor, shields, and helms, each with a brief description and its intended purpose. Scheduled to ship in January 2017.

IMP TLG8514 ..... \$9.99



*In 2085 A.D., armored warfare is faster and deadlier than ever.*

**Available Now**

Squads of infantry, artillery, and armor face a single foe - the giant robot tank called the Ogre.



**Available in March**

STEVE  
JACKSON  
GAMES



ogre.sjgames.com



GAMES

IF YOU ARE INTERESTED IN WHAT YOU SEE ON THESE PAGES, ASK YOUR LOCAL RETAILER TO RESERVE IT FOR YOU!

WWW.GAMETRADEMAGAZINE.COM

GT  
JAN  
2017

47



## TUNDRA INVESTMENTS

**SLEEVES: HYPER****MATTE SILVER (80)**

Scheduled to ship in December 2016.

KMC HM1683 ..... PI

TURN ONE  
GAMING SUPPLIES**8-BIT DICE: BLOCKS (6)**

Scheduled to ship in October 2016.

TGS DCE201 ..... \$9.95

**8-BIT DICE: HEARTS (6)**

Scheduled to ship in October 2016.

TGS DCE203 ..... \$9.95

**8-BIT DICE: MONOCHROME (6)**

Scheduled to ship in October 2016.

TGS DCE202 ..... \$9.95

**8-BIT DICE: SPACE INVADERS EDITION (6)**

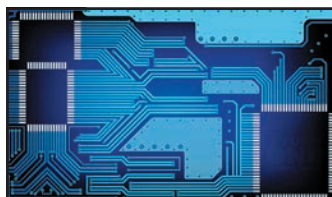
Scheduled to ship in December 2016.

TGS DCE204 ..... \$6.99

**BENJAMINS MATTE SLEEVES (100)**

Scheduled to ship in October 2016.

TGS SLV101 ..... \$9.95

**CIRCUIT BOARD PLAYMAT**

Scheduled to ship in October 2016.

TGS PMT102 ..... \$19.95

**DRY-ERASE TOKENS**

Scheduled to ship in October 2016.

TGS ACC101 ..... \$5.95

**KABOOM MATTE SLEEVES (100)**

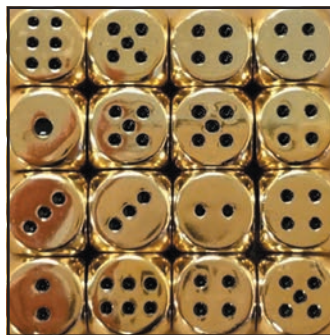
Scheduled to ship in October 2016.

TGS SLV102 ..... \$9.95

**MINI TREASURE CHEST DICE BOX**

Scheduled to ship in October 2016.

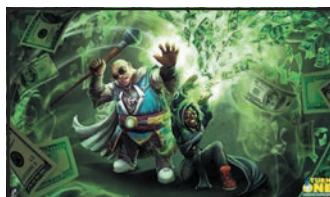
TGS BOX102 ..... \$7.95

**MINI TREASURE CHEST DICE SETS**

Scheduled to ship in October 2016.

GOLD TGS DCE101BX ..... \$49.95

SILVER TGS DCE102BX ..... \$49.95

**MAGIN IT RAIN PLAYMAT**

Scheduled to ship in October 2016.

TGS PMT103 ..... \$19.95

**RADIANT MINI DICE SETS (16)**

Scheduled to ship in October 2016.

GOLD TGS DCE101 ..... \$44.95

SILVER TGS DCE102 ..... \$44.95

**RETRO COMIC BOOK PLAYMAT**

Scheduled to ship in October 2016.

TGS PMT101 ..... \$19.95

**ROLL MASTER MINI PLAYMAT**

Scheduled to ship in October 2016.

TGS PMT201 ..... \$10.95

**ROLL MASTER PLAYMAT**

Scheduled to ship in October 2016.

TGS PMT105 ..... \$19.95

**SPACE INVADERS: 100 CARD BOX**

Scheduled to ship in December 2016.

TGS BOX201 ..... \$3.99

**SPACE INVADERS: GRAFFITI GLOSSY SLEEVES (50)**

Scheduled to ship in December 2016.

TGS SLV104 ..... \$4.99

**SPACE INVADERS: RAINBOW ATTACK PLAYMAT**

Scheduled to ship in December 2016.

TGS PMT106 ..... \$20.99



UP

# ECLIPSE PRO-MATTE

See the difference with **NEW**  
PRO-Matte Eclipse Deck  
Protector® sleeves!

Our patent pending formulation  
combines bright colors with a  
black interior to completely  
hide your card backs.

The matte-clear material offers  
a smooth shuffle and is ideal  
for on-camera play.



**Opaque** material fully hides card back



MSRP: \$7.99

Available December 2016

Available February 2017



Standard size 80ct Packs in Display

85110

85111

85112

85113

85250

85251

85252

85253

85268 - Small

Ultra-PRO®

©2016 Ultra PRO Patent Pending.  
Made in the U.S.A. with imported materials.  
Disclaimer: All card sleeves subject to  
tournament judge approval.

Stay connected with us:



ultrapro.com

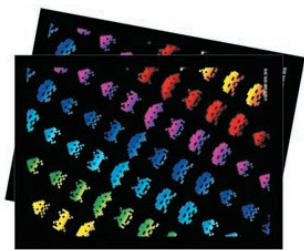


@UltraProIntl



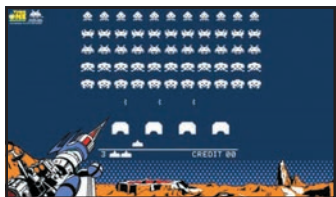
facebook.com/  
UltraProInternational





### SPACE INVADERS: RAINBOX ATTACK GLOSSY SLEEVES (50)

Scheduled to ship in December 2016.  
TGS SLV103.....\$4.99



### SPACE INVADERS: RETRO PLAYMAT

Scheduled to ship in December 2016.  
TGS PMT107.....\$20.99



### TEAM AMERICA PLAYMAT

Scheduled to ship in October 2016.  
TGS PMT104.....\$19.95

## TYTO GAMES



### FINAL ACT

Two Company Commanders! One Decisive Battle! Have a blast with *Final Act*, an abstract, strategic, tank-versus-tank action game of tactics, foresight, and guts! An advanced gaming platform for tank commanders-to-be, *Final Act* elevates your gaming experience using a simple, yet versatile command center used to control your army and eliminate your opponent. Unfortunately, your skills will leave no casualties to tell the tale of defeat! Scheduled to ship in December 2016.  
TTG TGBG0002.....\$25.00

## ULTRA PRO INTERNATIONAL



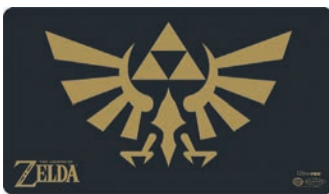
### DICE: ROLEPLAYING DICE SET WHITE

Scheduled to ship in December 2016.  
UPI 85091.....PI



### FORCE OF WILL: LIMITED EDITION HOLIDAY PLAY MAT

Scheduled to ship in December 2016.  
UPI 84898.....PI



### THE LEGEND OF ZELDA: BLACK & GOLD PLAY MAT

Scheduled to ship in December 2016.  
UPI 85207.....PI

### TREASURE NEST

UPI 85208.....PI



### MAGIC THE GATHERING: AMONKHET

9-POCKET PRO-BINDER  
UPI 86556.....PI

DECK PROTECTOR SLEEVES (80) 1  
UPI 86545.....PI

DECK PROTECTOR SLEEVES (80) 2  
UPI 86546.....PI

DECK PROTECTOR SLEEVES (80) 3  
UPI 86547.....PI

FULL VIEW DECK BOX 1  
UPI 86548.....PI

FULL VIEW DECK BOX 2  
UPI 86549.....PI

FULL VIEW DECK BOX 3  
UPI 86550.....PI

PLAY MAT 1 UPI 86551.....PI

PLAY MAT 2 UPI 86552.....PI

PLAY MAT 3 UPI 86553.....PI

PLAY MAT 4 UPI 86554.....PI

PLAY MAT 5 UPI 86555.....PI



### MAGIC THE GATHERING: JANUARY 2017 PLAY MATS

Scheduled to ship in January 2017.  
6' UPI 86529.....PI  
8 UPI 86530.....PI



### MAGIC THE GATHERING: KALADESH 9-POCKET PRO-BINDER

Scheduled to ship in November 2016.  
UPI 86435.....PI



### MAGIC THE GATHERING: MANA SERIES 5 SYMBOLS DECK PROTECTOR SLEEVES (80)

Scheduled to ship in December 2016.  
UPI 86469.....PI

### MAGIC THE GATHERING: MIND VERSUS MIGHT 24" X 24" DUEL PLAY MAT

UPI 86539.....PI

DUEL DECK BOX  
UPI 86538.....PI



### MAGIC THE GATHERING: MODERN MASTERS

DECK PROTECTOR SLEEVES (80)  
UPI 86540.....PI

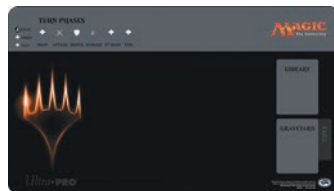
FULL VIEW DECK BOX WITH TRAY  
UPI 86541.....PI

PLAY MAT  
UPI 86542.....PI



### MAGIC THE GATHERING: PLANESWALKER LIFE PAD

Scheduled to ship in December 2016.  
UPI 86335.....PI



### MAGIC THE GATHERING: SINGLE PLAYER BATTLEFIELD PLAY MAT

Scheduled to ship in December 2016.  
UPI 86536.....PI



### PLAYING CARDS: NO GAME NO LIFE PLAYING CARDS

Scheduled to ship in December 2016.  
UPI 85235.....PI



### PATHFINDER ADVENTURE CARD GAME: DECK PROTECTOR SLEEVES (50)

Scheduled to ship in December 2016.  
UPI 84350-NEW.....PI

### POKÉMON: SUN & MOON PORTFOLIOS

Scheduled to ship in January 2017.  
4-POCKET UPI 85126.....PI  
9-POCKET UPI 85127.....PI



### PRO-MATTE ECLIPSE STANDARD DECK PROTECTOR SLEEVES (DISPLAY 8)

Scheduled to ship in December 2016.  
BLUE UPI 85111.....PI  
ORANGE UPI 85113.....PI  
WHITE UPI 85110.....PI  
YELLOW UPI 85112.....PI



### TREASURE NESTS

Scheduled to ship in December 2016.  
KEEP CALM UPI 85045.....PI  
SKULL & BONES UPI 85044.....PI

## UPPER DECK



### THANK HEAVENS

In *Thank Heavens*, the Game of Good Virtues, players use clues in order for their teammates to guess people, places, objects, and events from the Bible on one of 150 different Bible Cards. Clues range from 'Striking a Pose' or making a 'Facial Expression', to using readily available props within reach to convey your message. Conversation Cards conjure up impromptu discussions about Biblical topics and Virtue Cards are used to find virtuous traits among players during gameplay. Scheduled to ship in March 2017.  
UDC 85222.....PI



## FEATURED ITEM

**MAGIC THE GATHERING CCG: AMONKHET**

Rise Among the Worthy! The desert oasis of Amonkhet forges warriors. You have trained your entire life for a chance to face the Trials of the Five Gods and join the elite ranks of the Worthy. Using your

strength, speed, and cunning, overcome deadly challenges and rise above the competition to claim an honored place in the Afterlife! The first set in the *Amonkhet* block for *Magic: The Gathering*, this 264-card expansion is introduced in two unique Planeswalker Decks, 16-card boosters packed in 36-count displays, and bundle packs.

<b>BOOSTER DISPLAY (36)</b> WOC C02520000 .....	\$143.64
<b>BUNDLE</b> WOC C02540000 .....	\$42.99
<b>DECK DISPLAY (6)</b> WOC C02550000 .....	\$89.94
<b>DECKBUILDER'S TOOLKIT (4)</b> WOC C02580000 .....	\$79.96
<b>LAND STATION</b> WOC C02600000 .....	\$19.60

## WIZKIDS/NECA

## FEATURED ITEM



# AGRICOLA

**AGRICOLA: EXPANSIONS**

The *Agricola Game Expansions* allow players who already own *Agricola* to enhance their game. This product includes five pre-painted miniatures with colored accents, and 20 all-new cards! Scheduled to ship in April 2017.

<b>BLUE</b>	
WZK 72866 .....	\$24.99
<b>GREEN</b>	
WZK 72867 .....	\$24.99
<b>NATURAL (TAN)</b>	
WZK 72868 .....	\$24.99
<b>PURPLE</b>	
WZK 72869 .....	\$24.99
<b>RED EXPANSION</b>	
WZK 72870 .....	\$24.99

## FEATURED ITEM

**DC HEROCLIX: WONDER WOMAN GRAVITY FEED (24)**

Wonder Woman comes to the *HeroClix* tabletop along with her trusted allies and troublesome enemies! Deflect bullets, extract truth, and KO your enemies with the *DC Comics HeroClix: Wonder Woman Gravity Feed*! Scheduled to ship in May 2017.

WZK 72655 .....	\$71.76
-----------------	---------

## FEATURED ITEM

**THE BANISHING CARD GAME**

A dark void has opened and undead creatures are attempting to enter our world. You have come together as guardians who must work together to force the undead back through the void. However, the longer it takes, the stronger the undead become, threatening to overwhelm all! Scheduled to ship in March 2017.

WZK 72814 .....	\$19.99
-----------------	---------



## FEATURED ITEM

**TOURNAMENT AT CAMELOT**

In the time of King Arthur, knights displayed their skill and prowess at tournaments held throughout the land. In *Tournament at Camelot*, you play as a legendary character (Protagonist), battling opponents with weapon cards - Arrows, Swords, Deception, Sorcery, and even Alchemy. The more you injure your opponents, the better you fare in the tournament. However, even the most injured characters can make a complete comeback with the grace of Godsend cards and the aid of their special Companions. This trick-taking game ends when one opponent has been injured to the point of death. The

player with the most health is then declared the Tournament victor! Scheduled to ship in May 2017.

WZK 72809 .....	\$24.99
-----------------	---------

## WYRD MINIATURES

**MALIFAUX: ARCANISTS BEACON OF KNOWLEDGE**

Scheduled to ship in December 2016.  
WYR 20343 .....

\$50.00



## Z-MAN GAMES

**FIRST CLASS: ORIENT EXPRESS**

The Orient Express: the name alone evokes the wonder and luxury of a first-class journey along a scenic European landscape. But if the Orient Express was yours, what would such a venture imply? For this project to be successful, you will need a well-connected route, luxuriously outfitted railroad cars, and many passengers (including a celebrity or two). Choose your cards carefully to outplay your opponents, and your first class enterprise will truly be... First Class! Scheduled to ship in November 2016.

ZMG 71395 .....	\$49.99
-----------------	---------



# Oh my Goods!

Du meine Güter!

## OH MY GOODS!

MFG 3513 ..... \$15.00 | Available Now!

*Europe, medieval times: Players take on the roles of craftsmen to produce a wide range of goods. Make use of your production chains to gain the most Victory Points and claim your place as the Master Craftsman!*

Oh My Goods! (OMG) is one of Mayfair Games' and Lookout Games' hottest new titles. Although the game uses only 110 cards and comes in a small package, there's a lot of game in the box. So, let's take a look at OMG and its expansion *Longsdale in Revolt*!

Oh My Goods! is an engine-building game. What we mean by this is that players will build interlocking machines, one feeding the next. For example, a player might make a weaving mill that produces bolts of cloth and then a Tailor's shop that turns that cloth into even more valuable clothing.

Starting with nothing more than a simple charburner and a single worker, players will erect more buildings and grow their work force, making their "engine" (their array of shops) larger, all with the goal of scoring the most Victory Points.

Each turn consists of a single day and begins with players drawing new cards into their hand. They will then open the market, drawing goods for a sunrise phase. These market goods are shared and can be used by all players. A second row of cards is drawn for the sunset phase and once both rows are filled, the market has closed. Once the market is filled, players will decide which of their buildings they will activate and produce as many goods as they can.

Along the way, players will make decisions about what they want to build, what assistants to hire, and whether they will focus on quickly churning out cheap goods or make better, more expensive wares. Either choice can work to your advantage, so choose carefully!

An expansion to OMG, *Longsdale in Revolt* is story-driven, drawing players into a web of intrigue as they choose sides in a conflict between the lord and his subjects. The back of the game box describes the situation like this: *Unrest goes round in the capital of Longsdale. Some say war is imminent. The King needs your help. Find out alone or with up to four players how this story unfolds, as told in the five chapters of this expansion. And who knows? Maybe your decisions will change fate...* *Longsdale in Revolt* introduces events, chapters, and characters to Oh My Goods!, adding a strong story component to the terrific engine-building gameplay of the original.

*Longsdale in Revolt* adds a number of new buildings to the game so let's discuss each in turn. First are Armories. Here, weapons can be used to equip troops or sold for ready cash to further the player's business enterprises. Second are Corn Farms, which are vital for feeding the troops on both sides of the revolt so players can make a tidy profit by growing corn. Third is the Oven Builder, which makes ovens

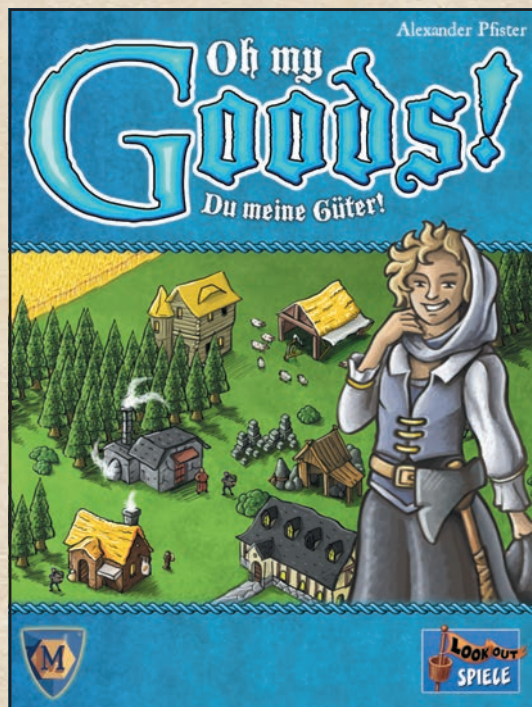
players can sell for five gold coins each. Next are the Watchtowers, which increase a player's military strength (more on that in a bit). Finally, there are Vineyards, which produce grapes. These new buildings, and the goods they produce, are used over the course of the game's story.

The story of *Longsdale in Revolt* is broken up into five chapters and each chapter adds an additional scoring condition at the end of the game. In Chapter 1, players must gather food for the upcoming revolt. If they do not have 15 gold worth of corn, bread, meat, and wine at the end of the game, they will lose seven Victory Points. Each Chapter of the game brings with it different resources and finished goods players will need to gather to avoid losing Victory Points at the end of the game, forcing players to adapt their strategy to the worsening conditions in Longsdale.

Another major addition to Oh My Goods! in the expansion comes through the introduction of Event cards. As events sweep the tiny hamlet along, conditions in the game will change as well. Events can introduce new buildings over the course of the game, such as the previously mentioned Corn Farms, as well as characters from the unfolding story, who will grant special abilities to the players when they enter the game.

Each game of *Longsdale in Revolt* lasts a specific number of rounds and ends when the final Event card is drawn from the deck. Players follow the instructions, then determine if they successfully completed the chapter. If they did, they will proceed to the next chapter - if not, they must repeat that chapter. Players will be able to choose in some chapters whether to assist the rebels or the king, and their choices will lead to branching paths in the story. Choose carefully and decide who deserves your support in the coming revolt!

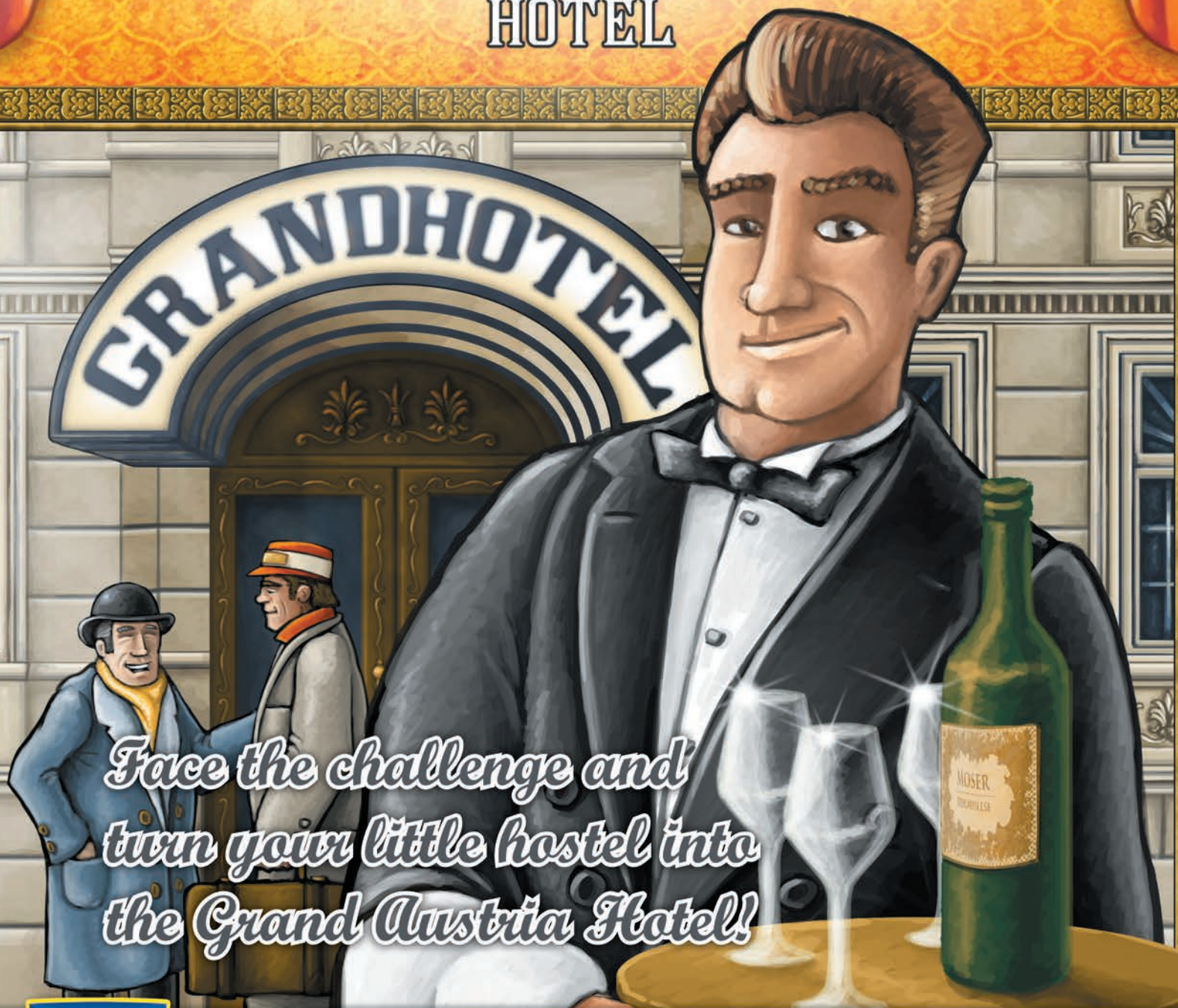
**About Oh My Goods! and Longsdale in Revolt:** Each of these titles, by designer Alexander Pfister, are for 1-4 players ages 10 and up. Oh My Goods! takes about 30-minutes to play, and when the expansion is added, gameplay increases to around 45-minutes.





Simone Luciani & Virginio Gigli

# GRAND AUSTRIA<sup>TM</sup> HOTEL



*Face the challenge and  
turn your little hostel into  
the Grand Austria Hotel!*



Mayfair Games<sup>®</sup>

[f](#) [t](#) [p](#) [i](#) mayfairgames.com



2-4



45-60



10+



Learn to  
Play!

©2016 "Grand Austria Hotel" is a copyright and trademark property of Mayfair Games, Inc. and Lookout Games. All rights reserved.



# CORVUS BELLI INFINITY

## DIRE FOES MISSION PACK:

### DEFIANT TRUTH

AN ARTICLE BY GUTIER LUSQUÍÑOS. EDITED BY JEREMY BRECKBILL.

When a freelance stringer receives information that could uncover the Yu Jing infiltration of PanOceanian corporations, she becomes trapped in the crossfire between the Guǐ Fēng Xi Zhuang, who wants to protect the Yu Jing secrets, and the Husam Leila Sharif, who wants to reveal them to humiliate PanOceania.

Following the events described in the Operation: Red Veil Battle Pack comes the Dire Foes Mission Pack: Defiant Truth. The Dire Foes Mission Packs are an Infinity release that provides a complete game experience.

Honoring their name, the Mission Packs are a product released to play missions, containing a scenario and the opposing Dire Foes troops required to play it. The

Dire Foes Mission Pack: Defiant Truth includes two new special characters, the Haqqislamite Husam Leila Sharif and the Yu Jing Guǐ Fēng Xi Zhuang, as well as a Freelance Stringer, a Civilian model and excellent choice to use when playing scenarios. As these figures are special characters, the Corvus Belli concept designers and sculptors didn't hesitate to apply all their magic and skills to make sure these models are some of the finest in the entire Infinity range. But this Mission Pack doesn't stop there, because each Mission Pack is related to an exclusive official Infinity scenario. This new mission can be played by any players from any faction, but it has a Narrative Mode which continues the story chronicled in the Operation: Red Veil Battle Pack booklet. You can find

the new scenario and the new profiles of both Dire Foes in the Download section of the Infinity website, as well as in Infinity Army.

Defiant Truth is the perfect complement to Red Veil as its special characters can join the troops of the Battle Pack to compose the suggested army list from the Red Veil booklet.

This Dire Foes box also includes five special postcards containing full color artwork with the pin up illustrations and the concept designs of the two special characters included in this Mission Pack.

Dire Foes Mission Pack: Defiant Truth — a complete, deluxe release you cannot miss!





# DIRE FOES

300 POINTS ARMY LIST

DIRE FOES: DEFIANT TRUTH

MISSION PACK 6

REF: 280011-0613



## OPERATION RED VEIL

REF: 280010 - 0595



DIRE FOES: DEFIANT TRUTH IS COMPATIBLE WITH INFINITY'S BATTLE PACK OPERATION: RED VEIL. COMPOSE YOUR 300 POINT YU JING AND HAQQISLAM ARMY LISTS AND JUMP INTO THE BATTLE!



# Sword of Kings®

## Card game

Sword of Kings card game

Red 001 / \$24.99 / Available NOW

Welcome to the magical world that is Sword of Kings, the premier game of Red Knight Card Games. From the moment you pick up the box you will be drawn into this world by its beautiful artwork. As you read the instructions you will find yourself completely immersed in a kingdom locked in turmoil. You soon discover the future of the kingdom is in your hands as you must try to defeat a dragon, its minions and even the mountain itself, all the while trying to outsmart other knights who are trying to make sure you fail. Are you up to the challenge?

### HISTORY OF THE SWORD

The evil dragon has been laying waste to the kingdom from its lair in the volcanic mountain. The king decided to end the dragon's reign of terror and went in search of the evil beast. Unfortunately, things did not go as planned and the king was killed by the dragon. To make matters worse, the dragon took the king's symbol of power (The Sword of Kings) to its lair. The kingdom has since plunged into darkness as you and the other knights fight each other for the right to be king. Knowing the only way to unite the land is to recover the Sword of Kings, you turn your attention to the volcanic mountain eerily looming in the distance. Your exhilaration grows as you rush towards it, confident you are ready to face whatever dangers stand between you and the Sword of Kings...



### GAME OBJECTIVE

The excitement begins as you assume the role of one of the knights vying to become king. The initial goal for you and the other players is to use the various tunnel cards to build your own unique tunnel from your Cave Entrance to the Dragon's Lair. While building your tunnel, each of you will discover wondrous magical objects to use and encounter friendly people and creatures willing to help you on your perilous quest. At the same time, you will find evil creatures and natural disasters (Tunnel Delays) to play on the other knights to slow their progress. Once inside the lair, you must fight the dragon that is defending the Sword of Kings. This stage of the game becomes even more exciting as you may be forced to lose a turn while dodging the dragon's fiery breath or you might get lucky enough to pick up the Sword of Kings and use it against the dragon. But don't get too confident if you pick up the sword, because the dragon may just knock it back out of your hands. The game ends when you or one of the other knights defeats the dragon and claims the honor of becoming king.



### GAMEPLAY

Part of what makes Sword of Kings gameplay so interesting is it gives you infinite options on how to execute your turn.







You can go from one extreme to the other by playing all the cards in your hand or by not playing any at all. This is known as "Resting" which also enables you to draw an extra card on your turn. Besides deciding how many cards to play, you must also decide the best strategy for using them. This is due to the fact that many of the cards can be played in two different ways; you can either use them to help you on your noble quest or to hinder an unworthy knight from getting closer to the dragon's lair. Each of these decisions will greatly impact your chance to become king, so choose wisely...

### REPLAYABILITY

With 48 different Tunnel cards, 4 different Cave Entrances and 4 different Dragon's Lairs, you will never construct two tunnels that look the same. Not only will all the tunnels be different, but with 4 various Knights to play as, (each with their own unique strengths and weakness), and a total of 108 cards in the deck, every game you play will vary greatly in both style and time. This ensures that you must change your strategy with every new game or you will fail in your noble quest. The more you play the more you realize that becoming king requires a balance of skill, cunning and even some luck to overcome all the horrors that await you.



You can find us on the web at [SwordOfKings.com](http://SwordOfKings.com) and [RedKnightCardGames.com](http://RedKnightCardGames.com)  
We are also on Facebook under "Sword of Kings card game"

### PLAYER REVIEW

Sword of Kings' fundamental balance of fast-pace game play and complex strategy is what keeps the core of this game fun and exciting. The game mechanics are well designed and complex; the complexity allows for layered strategy, while the intuitive game mechanics and small luck factor lets new players quickly become competitive. The variability of the cards allows each game to feel fresh and exciting. Sword of Kings is a game that you will continue coming back to.

-Matt K.

### THE QUEST CONTINUES

Although Sword of Kings is a great standalone game, those of us at Red Knight Card Games want to keep your quest new and exciting. So we are already in the process of making a number of expansions to do just that. Please look for our ads in future GTM issues or visit us on our website and Facebook.



AGES  
13+

2 - 4  
PLAYERS

30 - 40  
MINUTES

CONTENTS: 108 Playing Cards,  
2 Dice, 20 Counters, Instruction  
Sheet and Quick Reference Guide

GTM JANUARY 2017

Begin your  
quest today



[www.redknightcardgames.com](http://www.redknightcardgames.com)



ANDREA ANGIOLINO & PIER GIORGIO PAGLIA  
**WINGS of GLORY**  
WW2  
*Battle of*  
**BRITAIN**



*Battle of Britain* is the new starter set for Ares Games' WW2 *Wings of Glory*: an all-in-a-box opportunity for new players to approach this classic air combat game in the WW2 period.

Under the *Battle of Britain*'s lid, players will find four iconic fighters - two Spitfires and two Messerschmitt Bf-109E- each beautifully sculpted in 1-200 scale and painted in every detail; all the cards, rulers, markers, tokens, and other materials to fly them across your tabletop; a rich rulebook ranging from introductory to advanced and optional rules, plus all the specific rules needed to add the two-seaters and the multi-engine bombers available in the range; and a booklet with seven scenarios giving a varied choice of game situations, all set during 1940 in the skies of England.

Separate Squadron Packs are also releasing, with the most famed planes from the *Battle of Britain* - not only Spitfire and Bf-109E, but the feared Stuka dive bomber and the glorious Hurricane fighter. The new feature of these Squadron Packs is a sheet of alternative decals with individual codes and insignia: buying several copies of the same pack, players can then field a whole squadron.

The *Battle of Britain* set is also compatible with all the miniatures released up to now for the WW2 series, from the biplanes of the early war to huge bombers such as B-17 Flying Fortress and Avro Lancaster. 24 different WW2 planes have been released thus far, all available in a range of different variants and color schemes, and more will follow.

For newcomers to the game, *Wings of Glory* is designed to simulate air combat during WW1 (the colorful biplanes of 1915-1918 already form a range of 32 plane models) and WW2 in the most streamlined way without giving up accuracy. Every plane in the game reflects the features of its historical counterpart. Yet the game can be quickly learned in just two-minutes; kids and casual players of all ages can play without difficulties.

Every plane has a deck of maneuver cards with arrows on them; they are chosen in secret and then put in front of the miniature, then moved on top of the arrowhead. I call it "hidden complexity". You don't need charts, tables, points, or specific rules to handle differences in plane speed and maneuverability, special maneuvers, and pilot

tricks - it's all in the shapes and lengths of the available arrows on the cards. All the same, combat is easily resolved by drawing damage chits for planes in range: They determine if the plane is hit or not, the amount of the damage and special occurrences depending on the weapons used.

More experienced players have the option of playing with a wide range of additional rules to deal with every detail of air war - from aim and tailings, to fuel, take offs, and landings. *Wings of Glory* is a fast-paced game, with no downtime and easily scaled: the largest game session ever was a 100-players match in Florence on a huge table along the Arno river, and was played in just one hour!

Since its first release, *Wings of Glory* has been very successful, both the WW1 and WW2 versions, and I'm proud of the number of devoted fans and communities who make this game richer and more lively, sharing house rules and homemade scenarios. The largest group, "Wings of Glory Aerodrome" ([www.wingsofwar.org](http://www.wingsofwar.org)), counts more than 4600 members. The players' community is always in action to meet and play, promoting events and game sessions in massive gaming fairs and small conventions all over the world, and even online through Skype, to engage all types of players in the game. Thanks to its loving supporters, the game continues to spread and gain new players every day. For them, I am sure the new starter set *Battle of Britain* will be a great way to start to fly high with Ares Games' WW2 *Wings of Glory*.

...

Andrea Angiolino, co-designer of *Wings of War* and *Wings of Glory* (together with Pier Giorgio Paglia), grew up playing wargames with toy soldiers and hex-grid simulations. Today he is a game designer and journalist: His many board games and books about gaming have been translated into near twenty languages. He has published a 1,200 page long "Dizionario dei Giochi", a game dictionary about all types of games, and he broadcasts the history of games and toys on the Italian State Radio Rai Tre.



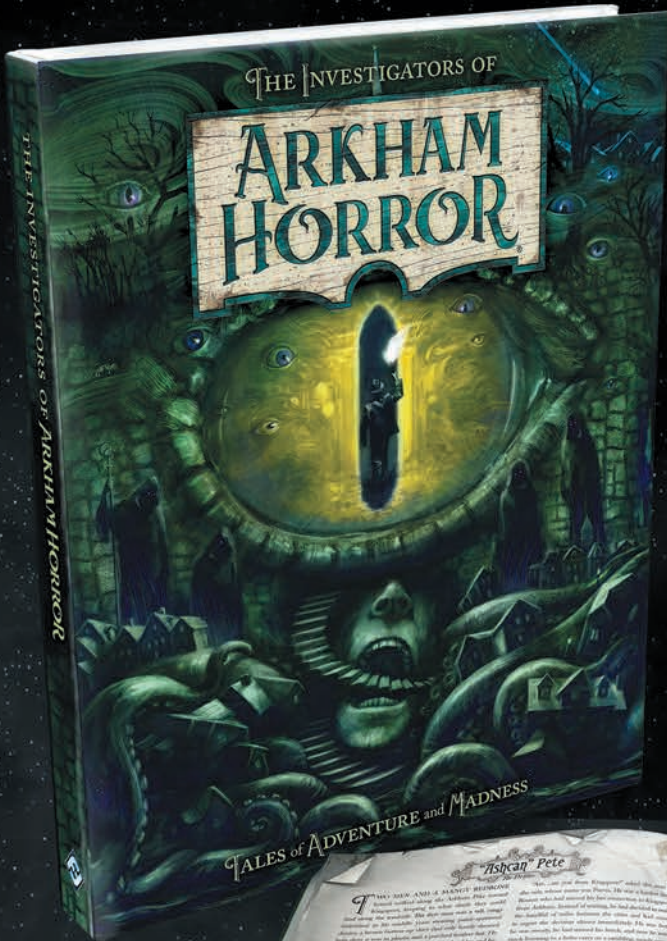


# THE INVESTIGATORS OF ARKHAM HORROR

## SEE THE WORLD THROUGH OTHER EYES

With lavish art and haunting tales, *The Investigators of Arkham Horror* grants you greater access than ever before to the minds, lives, and adventures of the investigators from the acclaimed *Arkham Horror Files* games.

Witness the 1920s through their eyes, travel to the far-flung corners of the Earth, and encounter the unspeakable horrors of the Cthulhu Mythos.



WWW.FANTASYFLIGHTGAMES.COM

The Investigators of Arkham Horror | NAH09 | \$39.95

© 2016 & TM® Fantasy Flight Games.





# ANDROID™ NETRUNNER™ THE CARD GAME

## TERMINAL DIRECTIVE CAMPAIGN EXPANSION

*Terminal Directive*

ADN42 | \$59.95 | Available 1<sup>st</sup> Quarter 2017

*She was glad the bodies were gone, even if the smell still lingered. Investigator Whitney Frank had seen her share of violent crime scenes, but those ragdoll corpses with crushed skulls had left her shaken...*

Track an augmented serial killer, solve a deadly murder mystery, and control the truth with *Terminal Directive*, a landmark campaign expansion for the ever-popular *Android: Netrunner* Living Card Game®!

Introducing narrative campaign play to the game's classic Corp-versus-Runner, cat-and-mouse cyberstruggles, *Terminal Directive* centers around a thrilling murder mystery. Over the course of multiple games, two players race to solve this mystery and then control the truths they discover. And your investigation changes even as you play. Certain accomplishments and decisions allow you to unlock new sets of campaign cards, even while ensuring that other sets remain closed forever.

You may have run before. You may have pursued your corporate agendas. But nothing you've done has yet prepared you for *Terminal Directive* and its uniquely immersive take on *Android: Netrunner* and the *Android* universe!

# CONTROL THE TRUTH

### :: CAMPAIGN PLAY

The *Terminal Directive* campaign offers die-hard veterans a thrilling new take on the core game, and it makes an excellent second step for fans of *Android: Netrunner* who want to learn more about the game but are not yet ready for (or interested in) the game's vibrant tournament scene.

All you and your friend need to play are one copy of the *Core Set*, one copy of *Terminal Directive*, and an appetite for dramatic events that you'll want to manipulate in both the Net and the physical world. A larger card pool allows you more freedom through your investigations, but it's recommended that you and your opponent should be able to draw from card pools of similar size and quality.

One of you will play Corp, and the other will play Runner. Unlike standard *Android: Netrunner*, where you and your friends can alternate as Corp and Runner at will, your choice of Corp or Runner will define you throughout the campaign, starting with the pack of cards you'll open first. The Runner gains access to the red pack that says "Open Now," and the Corp gains access to the blue pack with the



same text. These packs each contain two identity cards and three copies of more than two-dozen player cards.

With these cards, you'll have everything you need to build your first decks and get started, but then, at various points, you'll be directed to open one or another of the different data sets that are held aside until you unlock them. You will track the changing game states on one of the expansion's two PAD sheets, using stickers to introduce new effects and abilities, as well as to alter the effects of your campaign-specific cards, and to track your "ethos" as you define it with the decisions you make.

In the end, the *Terminal Directive* campaign supports multiple hours of riveting *Android: Netrunner* gameplay, creating a new play environment that serves as an alternative to the game's standard tournament-style, head-to-head contests.

## :: STANDARD PLAY

Although the highlight of *Terminal Directive* is certainly the new mode of play it brings to *Android: Netrunner*, it would be a gross mistake to overlook all that the expansion offers the standard game.

In addition to its campaign-focused PAD sheets, stickers, and secret data sets, *Terminal Directive* provides a massive infusion for all your standard, tournament-legal *Android: Netrunner* matches. Its 163 new player cards (86 Corp and 77 Runner) come divided between the Criminal, Shaper, Haas-Bioroid, and Weyland Consortium factions, as well as neutral.

These cards include one copy each of four new identities and three copies of each other player card, and taken together, they enable a fantastic variety of new deck-builds.

## :: ORGANIZED PLAY

Just as *Terminal Directive* adds a new way for players to experience *Android: Netrunner*, it also represents a new opportunity for retailers looking to participate in FFG's Organized Play.

An Organized Play launch event will reward players for playing through *Terminal Directive* at their favorite local game stores. The supporting Organized Play kits will contain promotional cards and instructions, and interested retailers should keep their eyes toward FFG's website for more information.

...

[WWW.FANTASYFLIGHTGAMES.COM](http://WWW.FANTASYFLIGHTGAMES.COM)





# FUN ON THE FRUGAL!

Twenty years ago, James Ernest launched Cheapass Games, with a half dozen games in white envelopes. These games, like *Kill Doctor Lucky*, *Ben Hvt*, and *Bleeding Sherwood*, came with only the critical components. Players provided their own generic components, like dice, tokens, and play money. And this meant the games could sell for five or six dollars.

This business model wasn't easy. Cheapass Games were often printed on James' laser printer, collated by hand, and gang-printed so that not a single inch of the press sheet went to waste. Cheapass worked with small local printers to get the best rates on a variety of jobs, and released dozens of envelope games over the next ten years.

Today, the economics of printing have changed. Small local printers are more or less extinct. Costs have shifted from prepress to paper and freight. Printing a black-and-white game essentially costs the same as printing a full-color game. Into this new marketplace, Cheapass Games introduced three black-and-white boxed games in the Spring of 2013: *Fish Cook*, *Veritas*, and *Captain Treasure Boots*. The first two games were brand-new; the third was a reprint of an envelope game from 2005. These games were released with a cover price of \$15 each.

The games met with limited success, and Cheapass has decided not to pursue the black-and-white boxed game. Sadly, what worked in 1996 doesn't always work in 2016. However, Cheapass Games remains true to its pro-consumer roots. Since home printing is now cheaper than ever, they offer many of their old titles as completely free print-and-play versions at [cheapass.com](http://cheapass.com).



from the fish market, farmer's market, and cooking school. In the evening, players cook up their best recipes, and earn money doing so. *Fish Cook*'s strategy revolves around buying ingredients as cheaply and efficiently as possible, and also around stealing the good ideas of other chefs.

The free PDF of *Fish Cook* was nominated for the '2013 Golden Geek Best Print & Play Game', and has earned the 'Dice Tower Seal of Approval'. The game comes with 36 cards, two boards, 90 counters, and rules — all in full color. Players will need to come up with their own play money, two pawns, and 12 six-sided dice.



## VERITAS

*Veritas* is a streamlined area control game designed by James Ernest and Mike Selinker. In *Veritas*, players take on the role of the 'Truth' — or, at least, some version of the Truth — hidden away in just two books in a single French monastery. The goal is to become the most prevalent truth in France, by being copied and shared around the country. Players must be crafty, wise, and lucky, managing to be copied while avoiding the machinations of other Truths. And also fire. Nobody likes fire.

"*Veritas* is a terrific strategy game that will appeal to plenty of puzzle solvers and gamers of all ages," states the Puzzle Nation blog. "It continues the Cheapass Games tradition of clever games with their signature sense of humor."

*Veritas* comes with eight board sections, 96 counters, and rules. Players need roughly 40 stackable counters each, such as small plastic chips.

In a nod to their nascent days, Cheapass Games is reducing the price on all three white boxed games to \$10 each in 2017. If you haven't had a chance to play these Cheapass classics, there's no better time to pick up a copy!

...



## CAPTAIN TREASURE BOOTS

*Captain Treasure Boots* is an updated version of a 2005 Cheapass envelope game. It's a quick-playing romp about pirates gathering treasure and shooting at each other. Like they do.

In *Captain Treasure Boots*, players are tiny little pirates sailing the tiny little seas for gold, rum, and adventure — but mostly rum. They collect treasure from islands, protect it from privateers and other players, and stow it safely at a port. The pirate with the most treasure can call themselves Captain Treasure Boots. (Or maybe he is one of the privateers... it's not really clear.)

Fans of the 2006 edition of *Captain Treasure Boots* will find the game has the same feeling with thoroughly updated and streamlined rules. Patrick Rothfuss calls it "a perfectly equipped pirate game."

*Captain Treasure Boots* includes four full-color board sections, 85 counters, and rules. Players must provide their own pawns (mini pirate ships are encouraged), two six-sided dice, and a way to keep score.

## FISH COOK

In *Fish Cook*, a clever economic game, players take on the roles of master chefs freshly graduated from the most prestigious Parisian cooking school.

The game is played in *days*, which are divided into two sections, *morning* and *night*. In the morning, players buy ingredients and recipes



TWILIGHT CREATIONS™ PRESENTS  
**ZOMBIES!!! JR.**  
 Game Design by Todd and Kerry Breitenstein



**PLAYTIME IS OVER!**

**BRING ON THE BITERS...WE GOT THIS!**

Your parents, siblings and neighbors have all been trying to bite you. It is really getting in the way of your playtime. You got a baseball bat and a narf gun - it's time to make them leave you alone. They need a time out!

Zombies!!! Jr. is Zombies!!!-style fun for the whole family. Game contains 20 tiles, 30 cards, 50 zombies, plastic heart tokens, "POW" tokens, player pawns and dice.

PRODUCT CODE TLC 2130  
[www.twilightcreationsinc.com](http://www.twilightcreationsinc.com)

SRP \$24.99

AUGUST 2015  
[kerry@twilightcreationsinc.com](mailto:kerry@twilightcreationsinc.com)

**GAME BOX 360**



Target player may not  
 move this turn.

**PLAYGROUND BULLY**



Take a card from  
 another player.

**NARF GUN**



+1 to knockout roll.





# STORY, PLEASE!

**NO THANK YOU, EVIL! RPG: STORY, PLEASE!**

**PSI MCG137 ..... \$19.99 | Available March 2017!**

I grew up in a gaming family — no matter what was happening between us, when one of us pulled out a game of *Uno* or *Frogger* or, yes, even *Monopoly*, all of our differences receded as we focused on out-smarting each other. My grandmother usually ran the table — if you ever beat her in a game, you knew that you had done a rare and amazing thing, and her congratulations was the highest praise to my young ears. I learned so many things thanks to that time spent gaming with my family — not just how to grasp and use complex rules, but also how to interact with others. How to win well, lose well, and especially how to play well with others.

Now that I make games for a living, few things make me happier than hearing from families who game together. It's one of the reasons we created *No Thank You, Evil!*, our creative storytelling family game for families. Unlike the games of my childhood, it's cooperative, so players work together to overcome a challenge.

When we originally came up with the idea for *No Thank You, Evil!*, we were both excited and nervous. Excited because we were making something that we were passionate about and that we hoped families would play and enjoy. And nervous because we were trying to create something new, and we couldn't know how it would be received until it was already out in the world.

Shortly after *No Thank You, Evil!* was released, it garnered the ENnie Award for Best Family Game 2016, which was incredibly rewarding. But, even better, all year long we heard praise from so many families who are playing and enjoying *No Thank You, Evil!* together.

Along with those stories came a request for more adventures. Kids quickly played through the initial scenarios and wanted more,

but parents didn't have the time to design new stories from scratch. We realized that a great way to provide more (mis)adventures was to offer an adventure-building deck that could be used over and over to create new adventures on the fly. Thus, the idea for *Story, Please! An Adventure-building Deck* was born.

The 100-card deck is stuffed full of evocative art and creative ideas, letting you quickly build hundreds of unique adventures for *No Thank You, Evil!* The cards are the same size as the cards in the original game, so it can be used in conjunction with Creature and Cypher Cards for even more options.

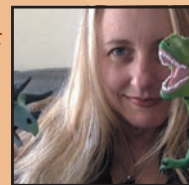
The deck includes:

- **20 Story Cards:** These give you the basis for the adventure. Each card has an evocative piece of art, as well as three ideas to give the Guide a variety of suggestions to choose from.
- **20 Place Cards:** Location ideas for the beginning, end, or mid-point of an adventure. Like Story Cards, Place Cards feature art on one side, and three written suggestions on the other.
- **20 People Cards:** Characters who might help, hinder, or otherwise interact with the characters. Art on one side shows players what a character looks like, while Stats on the other make it easy for the Guide to keep track.
- **10 Twist Cards:** Complications that the players might encounter along the way.
- **10 Stuff Cards:** Objects and equipment that can be used as treasure, rewards, and goals.
- **10 Map Cards:** Blank maps of buildings, spaceships, caverns, and more. On the back are 10 interconnecting tiles that can be used to build a larger map for players to explore.
- **10 Handout Cards:** Invitations, wanted posters, tickets, and old letters, which can be handed to players to start an adventure, or that could be discovered during a current adventure to kick off the next one.

In addition to making it fast and easy to build and run an adventure, the cards have an added bonus — by breaking adventures down into simple steps, the deck helps young players grasp the basic building blocks of a story, enabling them to start creating their own adventures and running their own games for the family.

...

*Shanna Germain is the co-owner of Monte Cook Games, LLC. She started playing RPGs at a young age with Bunnies & Burrows. Her recent and upcoming products include No Thank You, Evil!, Torment: Tides of Numenera - An Explorer's Guide, The Poison Eater, Predation, and Story, Please!*





# STORY, PLEASE!

CREATE FANTASTIC, WHIMSICAL  
ADVENTURES FOR

## NO THANK YOU, EVIL!™



Journey into Storia in adventures of your own design! Combine an engaging STORY card with one or more cool PLACE and PERSON cards to outline your quest. Then give your adventure a surprising TWIST, and maybe some fun and useful STUFF. There are even maps and handouts! Pick cards, draw them at random, or mix and match. Create a great adventure with all the details you need—ready in minutes for a game of No Thank You, Evil!





# LANTERNS

## THE EMPEROR'S GIFTS

### LANTERNS: THE EMPEROR'S GIFTS EXPANSION

RGS 00558 ..... \$20.00 | Available January 2017!

When I first played Christopher Chung's *Lanterns: The Harvest Festival*, it was still an unsigned prototype. I'd agreed to join a playtest after receiving an unexpected invitation from Randy Hoyt of Foxtrot Games. The game's appearance was unassuming: simple stock colors on square tiles and several colors of cubes. A tile placement game. I continued to help playtest off and on, and almost exactly six months after that first play through of *Lanterns*, I began work on the graphic design — another unexpected opportunity. Beth Sobel, recognized for her beautiful work on *Viticulture*, had already completed the life-giving illustrations, and I jumped at the chance to continue to be involved.

Maybe, given my history with *Lanterns*, it shouldn't have been a surprise that, a year later, the concept for an expansion blossomed in my mind. It was an unusual situation, since I hadn't designed the base game, but Randy and Chris agreed to consider a submission. And that began the process of what would become *Lanterns: The Emperor's Gifts*.

The main goal was straight forward, but challenging: the expansion needed to honor the simplicity of the base game while also providing a fresh experience. Plus, the theme had to build on the story of the harvest festival. *Lanterns* has an elegance to it — what could add to the experience without taking away from what people love about it?

In the base game, players lay tiles on the board and are rewarded with lantern cards based on the orientation of the tile. The board grows slowly as the game progresses. For the expansion, I wanted to explore options that could change how people assessed their tile placements. Instead of feeling that there was one optimal choice each turn, I wanted to give players more compelling options.

Favor tokens in the base game allow players to exchange lantern cards for a different color. This helps players collect the right sets even if the tiles don't allow for the correct combinations. They weren't originally in the game, but proved to be the perfect balance to the clever everyone-gets-a-card mechanic that drives *Lanterns*.

However, favor tokens can be scarce or in abundance. We wanted to offer players an outlet for extra tokens without punishing them when they were scant. Adding additional currency that's easier for players to control was the solution. Thus 'gift tokens' were born.

Gift tokens represent gifts from the emperor, himself. Two gifts can be turned in to activate a powerful, unique ability. We developed new abilities that provided unique ways to dedicate, gain lantern cards, and earn victory points. The abilities proved to be fun and engaging; they created a new layer and pacing to the game. But, as extensive testing revealed, implementing these abilities wasn't a walk in the park.

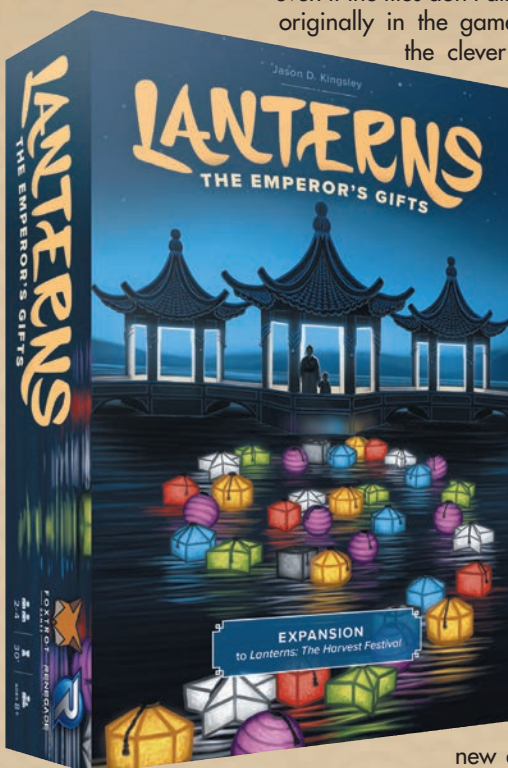
We tried multiple different ways to integrate the acquisition of gifts into the tile placement step before deciding on 'Pavilions'. These small buildings are added to tiles during placement. Whenever a player places a tile next to a Pavilion, they gain a gift. Each new ability is incorporated into the existing steps,

resulting in a natural flow of play.

Finally, after several intense months of development, *Lanterns: The Emperor's Gifts* was nearing completion. The fresh choices I had hoped to add as the board grew in size became a reality through the Pavilions. And the new abilities were implemented through the use of gift tokens, bringing variety to the base game. Many abilities were designed, tested, and refined, and in the end landed on five abilities that we loved. Each ability allows players to do something we had seen fans yearn to do while playing of the base game. Providing outlets for extra favor tokens, rotating tiles, and dedicating at the end of the turn are all popular elements during gameplay. The new abilities give players access to these actions and more, but at the cost of gift tokens. Each game, players choose only two of the five special abilities, keeping the experience fresh for experienced and newer players.

*Lanterns: The Emperor's Gifts* is available in participating hobby game retailers and will release nationwide in January 2017. So many people helped make this expansion possible, and great care was taken to respect the atmosphere and simplicity of the base game. I speak for everyone involved when I say that I hope it deepens your experience and enjoyment of *Lanterns*. And may it help, in a small way, to bring you closer to those you enjoy it with.

Jason D. Kingsley is a freelance graphic designer and game designer who has worked on countless game projects, including *Lanterns: The Harvest Festival* and *World's Fair 1893* from Foxtrot Games and Renegade Game Studios. He lives in northwest Arkansas with his wife and five children.





# RAISE YOUR GOBLET

A game of toasts, poisoning  
and flawless etiquette.



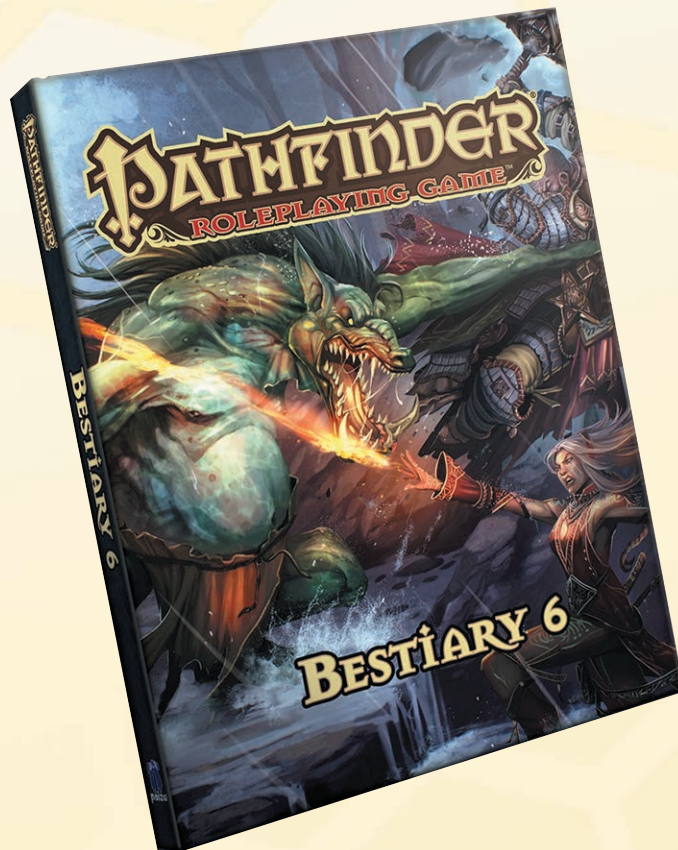
HORRIBLE  
GAMES

Releasing January 20<sup>th</sup>, 2017



# TRICKS OF THE GAME TRADE

by Jon Leitheusser



## THERE'S ALWAYS ROOM FOR MONSTERS

We're taking a break from the "Starting a New Campaign" series of articles to talk a bit more about monsters and their place in fantasy worlds—as well as gamers' continual desire for more and different adversaries to throw at the player characters. An earlier *Tricks of the Game Trade* talked about monsters and using them to develop encounters for your games, but recently there have been a number of great monster books released or coming soon, including:

- *Volo's Guide to Monsters* for *Dungeons & Dragons*, from Wizards of the Coast
- *Bestiary 6* for *Pathfinder*, from Paizo
- *The Freeport Bestiary* for *Pathfinder*, from Green Ronin

This month, we'll bring focus to these three sourcebooks, how they differ from one another, and what they offer to players and game masters.

### THE CATALOG OF MONSTERS

The most traditional of the three books is *Bestiary 6* for *Pathfinder*. Like all of the preceding volumes in the *Bestiary* series, this tome includes a couple hundred new monsters, either created exclusively for this series or culled from the various sourcebooks and Adventure Paths published by Paizo in the last couple of years. *Bestiary 6*

features monster entries that present a bit of information about the creature appearing on the page, along with its game write-up, but (in most cases) it doesn't tie the monster specifically to the setting. That's because the bestiaries are designed to give game masters monsters they can use in their *Pathfinder* game, even if they aren't using Paizo's official world of Golarion.



The great thing about all of these books is that they provide something for everyone, includes some new races that can be used as player characters, new animal companions, templates to allow you to modify monsters and make them unique or unusual, and new rules to speed up combat. The other nice thing about the *Bestiary* series is that most of the books have a bit of a theme to them. For example, *Bestiary 5* featured Cthulhu and creatures from the associated Mythos, while *Bestiary 6* showcases foes from myth and legend, such as the Archdevil Mephistopheles, Charon, and even Krampus!



*Bestiary 6* really is a catalog of monsters. It's filled with interesting and unique beasts that may be unfamiliar to your players—and it's always nice to surprise the players with a foe they don't know much about. With *Bestiary 6*, pick a monster, build an encounter, and go!

### THE THEMATIC MONSTER BOOK

The *Freeport Bestiary* approaches the subject of a monster book in a slightly different way than *Bestiary 6*. In this case, Green Ronin created this sourcebook specifically for Freeport, which is a fantasy setting with a heavy dose of pirates and horror. As such, the monsters in it are appropriate to a setting filled with sea-going vessels, undead, horrible monsters, and similar conceits. The *Freeport Bestiary* is *Pathfinder*-compatible and retains its pirate-inspired theme, and as such they can be used in any campaign using those rules.

### THE LORE BOOK OF MONSTERS

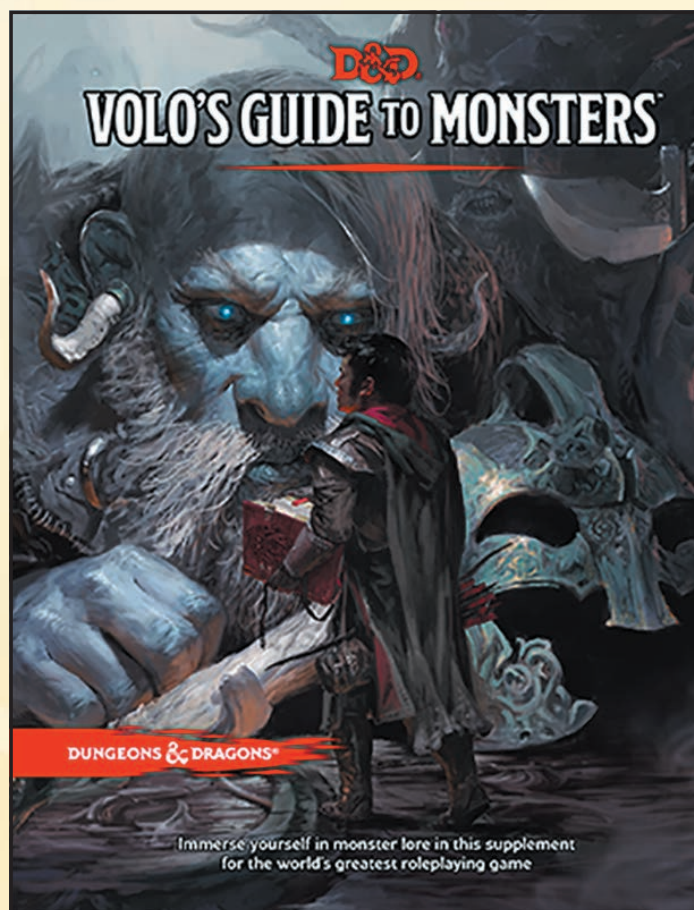
Finally, *Volo's Guide to Monsters* for *Dungeons & Dragons* is written in narrative form, presented by Volothamp Geddarm, a loremaster from the *Forgotten Realms* setting. He provides information on some classic monsters from the game, expanding on the information about those creatures as they're originally presented in the *Monster Manual*. The additional information offers dungeon masters with more story hooks and encounters with these monsters, and also provides guidance on what their lairs are like and even delves into their behavior. The really nice thing is that it's not just high-level monsters who get expanded treatment—don't worry, as beholders, giants, hags, mind flayers, and the yuan-ti get some love—but races like orcs, gnolls, goblinoids, and kobolds benefit from the expanded entries, which make the book useful across a broad range of levels. As an added bonus, a number of the races that gain the additional lore also come with a sample lair or other sort of community. Having these maps handy when you need to come up with quick encounter can be a lifesaver and expands the utility of the book quite a bit.

Another aspect of *Volo's Guide to Monsters* is that makes it useful to more than just the dungeon master, as it introduces seven new races as player character options. Those races may not fit into every game, but if the dungeon master is looking for a way to customize the campaign, adding a new and unique race to the mix can be a lot of fun. The seven new options include aasimar, firbolg, goliath, kenku, lizardfolk, tabaxi, and triton. Even incorporating one or two of those races to your world could be very interesting and change the flavor of the entire campaign. Plus, players love having new options.

Finally, the book includes about 100 monsters with descriptions and game stats. There are some classic adversaries like hags, cave fishers, barghests, leucrotta, meenlocks, slithering trackers, vargouilles, and more dinosaurs, as well as some of the strangest monsters ever to appear in *D&D*, including the flail snail, frogheath, stench kow, and vegepygmy! There's even a selection of new animals and a variety of humanoid foes such as a bard, martial arts adept, necromancer, and illusionist.

### TAKE IT TO THE TABLETOP!

When you're selecting a monster tome, or more importantly, when you're building your game world, think about the monsters and denizens you have available to you, and how they may change the



flavor of the world. Most game masters take an “everything but the kitchen sink” approach to the monsters that lurk about their campaign world. But, how would things be different if you only included a *fraction* of the monsters from any given bestiary? What if there were no giants, or demons, or devils? Or, what if you added (or removed) some character races, entirely? Adjustments like that might be fun to think about and could energize a player who wants to try out one of the new races—and if you're lucky, maybe they'll be interested in expanding some of that race's role in the world. You really never know what might get the creative juices flowing.

...



Jon Leitheusser is a writer, editor, and game developer. He published the *Dork Tower* comic book, was the *HeroClix* game designer for years, was a content designer for *Champions Online* and *Neverwinter*, was the *Mutants & Masterminds* game developer for Green Ronin from 2008 to 2016, and freelances for a number of different companies. He cut his gaming teeth on *Advanced Dungeons & Dragons* and still games twice a week with his friends online or in person. He lives in Renton, Washington, but will be moving soon!



# BY THE NUMBERS



by Corey Perez and Luke Hardy



Everyone prefers a painted figure over an unpainted one. They are easier to distinguish, each painted figure possesses its own sense of character and uniqueness, and, generally, painted figures improve the gaming experience for all involved.

The benefits of painting aren't just limited to hobby war games either. Roleplaying games and even board games can get a boost out of it, as well. I know if I see a board game with lots of well crafted, highly detailed figures for playing, the first thing I want to do is paint them to make the game that much more visually engaging.

Now, it's important to remember, especially as one gets started, painting is not just about creating great works of art or museum-quality displays. Painting is first, foremost, and always about your enjoyment with the creative process.

So, how do we get started?

Fortunately, there are options available to make it easier to build both your skill and your available palette of colors: Paint Sets.

Assembled with a given theme, or type of miniature in mind, paint sets lower the bar for entry into painting by making it simple for beginners and enthusiasts with little to no experience in painting to pick up what they need to get started.

In this, and upcoming installments, we are going to examine some of these paint sets, what kind of projects they are most useful for, and include some samples of how they can be used to increase your skill set and spread the enjoyment of painted figures.

For our first entry into this article series, we will begin with the *Game Color: Avatar Set* from Acrylicos Vallejo (VAL 72211). With a MSRP of \$49.05, this set is a complete package: it comes with eight 17 ml. game color paint bottles, a Toray brush, plastic palette for mixing, a metal miniature, and a painting guide.

The eight colors included in the *Game Color: Avatar Set* are:

- 72.010 Bloody Red
- 72.030 Goblin Green
- 72.038 Scrofulous Brown
- 72.051 Black
- 72.098 Elfic Flesh
- 72.140 Heavy Skintone
- 72.153 Heavy Brown
- 72.154 Heavy Siena

This set's most obvious use is as an introductory to painting, but it also has value for anyone with some painting experience who may want to broaden their skills and will serve our purposes. (though, I will "cheat" by using some additional materials as you will see below!)

The painting guide enclosed in this paint set has clear instructions on paint mixing, layering paint to create shading, proportions for mixing to produce the desired colors, and will even show you the basics of creating non-metallic metal effects. Best of all, the mixing proportions are given as percentages, allowing you to use the dropper bottles to dole out the proper amounts of each color with no guesswork needed!

I began by cleaning the miniature, filing down any mold lines, and affixing the figure to its base. Once that was finished, I moved into priming the figure. While not included in the paint set, the Vallejo *White Primer* is recommended for highly detailed miniatures as the spray pattern is very fine and even, allowing for good coverage while not covering up detail. After the primer dried I moved straight into the base coating.



To start, I followed the recommended mixing suggestions for the base colors on the figure. A good, deep brown color, that's not too dark, like this is a great start for the kind of final effect I want. The reddish-brown color for the hair will give me a nice red tinge to the hair color without looking too cartoonish. Goblin Green with a bit of Black is a great base color for the Goblin head. (Under the left foot!)

After letting the basecoat dry, I went back over, and started applying layers of color, going from darker to lighter, over the initial colors using a drybrush technique. While not something that's covered in the instructions, I find the technique useful for quickly and easily picking out raised details, or creating a blended gradation of color when working on fleshy areas. It's also easier for beginners.



Using this method I was able to bring the overall color of the model to a nice flesh tone, while keeping the folds of skin darker to give the figure more depth. The hair looks like a more natural brown color with a reddish undertone.

After that layer dried, I moved on to smoothing the flesh tone into a more even color. I did this first by creating a wash by heavily diluting the Heavy Sienna paint and going over the miniature, and then by applying a really light layer of dry brushing with a brush almost entirely devoid of paint. Repeated motions over the figure let me get it to the final color I wanted. Using this wash on the hair and beard I was able to darken up the red undertone a bit to help it blend in more to the highlights.





Now I move to filling in the model's details. The paint set instructions will show you how to create a nice metal effect without metallic paints, but I have other things in mind for this miniature (I also plan to make use of this figure doing some special effects work at a later time – stay tuned!), so I cheated again at this stage by reaching into my other paints for some nice Bronze. Bronze is a great color for showing age on items, without making them look like they were not cared for.

With the bronze in place on the hammer, cuffs, and beard adornments, I went back and lay down a layer of black on the haft, gauntlet, and fur cuffs of the boots and then colored the Dwarf's (very) prominent eyebrows. I then went back to wash I'd made previously and I used this to bring some depth and a slight tarnish effect to the bronze sections.



Next, I went in to do some of the final details. I mixed a deep grey color to brush over the chain and gauntlet to give it the appearance of iron. Mixing some of the Elfin Flesh with a bit of Bloody Red gave me a nice, fleshy pink color for the inside of the goblin's mouth. A bit more of the red mixed with water, let me put a finishing wash on it. Dry brushing brown on the haft gives me a leather and wood look, while dry brushing the grey on the boot cuffs finishes the fur.

Finally, taking the Elfin Flesh and lining the raised areas and edges on the flesh of the skin gives the figure more definition and makes the features pop. A slightly heavier line along the scar across the right eye makes it really stand out. A couple of quick drybrush layers on the skull worked it up to a good bone color. Finally, I went over the gauntlet with the grey color I mixed to highlight its edges. I finished it off by painting the base in preparation for any future basing. When everything is dried, I put a nice matte sealer on it to preserve the work.



Overall, this is definitely a quick and easy-to-use set. The included instructions are easy to understand and follow, and they clearly demonstrate how to make the most versatile use of the included materials. Other than the Primer, Sealer, and Bronze color, all the painting I did here used only the materials that came in the set.

Painting and modeling can be one of the most intimidating parts of gaming but it can also be one of the most rewarding! In my experience, I have found that the look of pride in a gamer's eyes the first time they play with a miniature that they painted is worth the time and investment. I hope that the advice and techniques described in this article have helped to inspire you to pick up the brush and grab some paints!

...

## GLOSSARY

**Priming** a miniature prepares it for painting by giving the acrylic paint something to "hold on to," otherwise your fantastic paint job may flake or chip! Evenly apply the Primer (spray or brush-on) to the miniature and allow to dry before painting.

**Dry brushing** is a technique where one applies a little bit of paint to the brush and then lightly wipes the brush on a cloth or paper towel. This will remove most of the paint so that when the brush is swept over the miniature, only the raised points are lightly colored by the remaining paint.

**Washing** is a technique that involves creating a thin mixture of color (usually with water) and then lightly applying that mixture to the figure, allowing it to flow into the detailed areas of the miniature.

**Sealing** a miniature further helps prevent damage to your paint job such as chipping or flaking. Sealants are available as brush-on or spray-on varieties.

**And remember:** Read and follow all instructions for your materials and **ALWAYS** be sure to prime and seal your miniatures in a well-ventilated area!



**MANSIONS OF MADNESS 2ND EDITION (FFG MAD20)**

From Fantasy Flight Games, reviewed by Eric Steiger and Rob Herman

 1-5 Players	 14 & Up
 120-180 Minutes	 \$99.95

There aren't a lot of board games that have caused as much heated discussion as the *First Edition* of *Mansions of Madness*, the one-versus-all Lovecraftian horror game from Fantasy Flight Games. Supporters loved the marriage of narrative and mechanics, the innovative puzzles, and the immersive theme. Detractors pointed out the impossibly fiddly and time-consuming setup, where one mistake could render the game unplayable halfway through, as well as the numerous rules conflicts and errors, especially in the first expansion. Both were right. So, when FFG decided to revamp the game and release a *Second Edition*, neither the stakes nor the bar could have been higher.

The biggest change is to a completely cooperative format, with the players all working together and the elimination of the adversarial Keeper role. This was accomplished by replacing the Keeper with an app (available for PC/Mac, iOS, and Android) to do all of the bookkeeping, similar to *XCOM* (also from FFG). This change is a fantastic improvement, both allowing for the setup to take place over the course of the game rather than forcing players to wait before play begins, and preventing the kind of mistakes that led to no-win scenarios in the *First Edition*. The app is intuitive and easy to use, as well as providing atmosphere in the form of narration and background music. You can use a phone for this, with one player reading and inputting data, but it's a lot more fun to have a tablet or laptop in the center of the table so that all the players can read important plot points.

Gameplay is similar to FFG's other 'Arkham Files' games – your character has two actions per round, which can involve moving between rooms or within a room, opening a door to reveal a new room, searching notable objects, interacting with NPCs, or attacking monsters (of which there will be plenty). Your character has health and sanity levels that must be maintained or you will be wounded or go insane, and you must make tests using your character's stats such as strength, agility, lore, and willpower. Tests are rolled on a d8, of which there are three successes, three failures, and two almost-successes (spend a clue, and they become a success). When you open a door, search an object, or interact with a person, the app tells you what happens and what you find, including new rooms, items, clues, and monsters. After all the players take their turns, the app goes to the Mythos phase. During this phase, monsters move and attack, and bad things happen to your characters (again, all determined by the app).

You might have noticed that we haven't talked about how you win the game yet, and that's because...you don't know until you start. You won't know what your victory condition for a scenario is until you play it and develop the plot far enough for the app to determine how it ends. Even within the same scenario, the decisions you make will create far vastly different endgames, providing a much higher level of re-playability than the game might first imply. Similarly, the "bad things" that can happen to you during the Mythos Phase, or from a



monster attack, are equally unknown until the app tells you, and they can pile up quickly. A character who suffers enough damage to their sanity goes insane, forcing them to draw secretly from the insanity deck and possibly giving them a new, personal, victory condition (one not overly compatible with the other PCs').

So, with the app doing all of this heavy lifting, why bother to have a physical game at all? It's conceivable that FFG could have gone that route, and simply created a pass-and-play game that takes place entirely on the screen. But you would lose something from that – the camaraderie of building the board together as you explore rooms, the excitement of seeing whether another player made a crucial roll, and the anticipation of turning over a wound or horror card to see whether the effect is survivable or cripplingly devastating. The app takes over as much of the game as is convenient to automate... but no more than that.

This is still very much a board game.

MSRP is \$99.95 and you get a lot for that – a bunch of miniatures, rooms to build the house, dice, many, many cards, and, of course, the development cost of the app, but you also get a conversion kit to add your *First Edition* monsters, rooms, and investigators into the mix, including the ones from any of the *First Edition* expansions. As we've come to expect from the juggernaut that is FFG, the components are all top-notch quality.

...

*Eric and Rob are your friends, and friends wouldn't let you play bad games.*





# MALIFAUX<sup>2E</sup>



**BEACON OF KNOWLEDGE**

WYR20343

**\$50**

**Wyrd**

**WYRD-GAMES.NET**

© 2005-2016 WYRD MINIATURES, LLC.



Watch Table for Two Show!



www.tablefortwoshow.com

## JUNK ART (ZMG PZG20020)

From Pretzel Games, reviewed by Jane Trudeau-Smith and Philip Smith  
of "The Table for Two Show"



8 & Up



2-6 Players



30 Minutes



\$69.99

Do you remember when you were young and creative? You took a bucket of blocks and built something so cool you had to show your Mom? You can feel like that all over again by playing *Junk Art*! The first thing you'll notice is that the game's pretty heavy, not only because it's crafted of wood, but because of all the awesome wooden pieces inside! When we first opened it we were not sure what to think... This is not a typical "board game" that we play, but once we got into it we were laughing so hard we cried! We really had a good time playing it.

### WAS THIS GAME EASY TO LEARN?

This game is so easy to learn, you can set it up and play within minutes. Each city card – which we will explain below – makes the game play different. It is important to have the rules handy to see what you need to do in each city, but again, it's not hard to follow or learn at all.

### HOW IS IT PLAYED?

The premise of the game is you're an artist that, literally, makes art out of junk. You're on a world tour, and in each city you're trying to acquire the most fans. After the tour, whoever has the most fans wins the game.

Each player begins with a small wooden base to start their art creation. There is a deck of "Junk Art" cards that are shuffled – these cards represent all of the wooden pieces you use during the game. There are 60 wooden pieces in four different colors, shapes, and sizes that are used in the game. Some pieces are harder to place than others, as you can imagine!

Fifteen "City Cards" are shuffled, then three are selected to represent the world tour for this game. In each city, you are trying to earn the most fans based on the art you create. Then, you're ready to play.

You start with the first city and follow the game play rules. Here is an example for Montréal:

- Each player is dealt three Junk Art cards to start
- Each player chooses one card and gives it to the next player
- Each player finds the piece that the card shows, and places it on their structure
- Each player refills their hand to three cards
- You do that again two more times until each player has placed three pieces, and THEN...
- **YOU SWITCH** – each player physically moves to the other person's structure and you do it all over again, until...
- There is only one person's structure left standing – OR all players have been eliminated – OR all cards have been played from the draw deck



In this particular city, you are eliminated if two or more pieces fall off of your structure. Whoever wins the round gets five "fan" tokens. If there's a tie or all are eliminated, each player gets three fan tokens each.

Once you are done with that city, you move to the next city which has new rules and a new structure. When all three cities are played, the player with the most fans wins the game. You could make a longer game and just have a longer world tour - you may choose to play as many cities as you want.

The best part is trying to keep your structure from collapsing when you place your pieces! This could be nerve-racking at times, but also really funny. We kept looking at each other while waiting for something to fall, and during one turn Jane's structure fell and hit Phil's! So that can happen, too!

### TIMING OF THE GAME

This game takes about 30-minutes to play or less with two players. We actually played twice in a row because we wanted to play more! So, if you are looking for a fast, fun game with lots of laughs we highly suggest picking up *Junk Art*!

...

*Jane and Phil love gaming, are best friends, and have been married since 2005 after meeting at a software conference at Disneyworld!*





Alexander Pfister  
Andreas Pelikan

# Isle of Skye

From Chieftain to King



**BUILD YOUR KINGDOM  
TO RULE THE LANDS**  
IN THIS GREAT TILE-LAYING GAME  
FOR 2-5 PLAYERS AGES 8 AND UP!

*The 2016  
Kennerspiel  
des Jahres*



**Mayfair  
Games®**



2-5



45-90



8+



Learn  
to Play



[mayfairgames.com](http://mayfairgames.com)

© 2016 "Costa Rica" is a copyright and trademark property of Mayfair Games, Inc. and Lookout Games. All rights reserved.



## ESCAPE FROM COLDITZ (OSP OSG935)

From Osprey Games, reviewed by John Kaufeld

 14 & Up	 2-6 Players
 90-150 Minutes	 \$65.00

When you open the *75th Anniversary Edition* of *Escape from Colditz* by Osprey Games, you immediately realize this is no ordinary modern board game. It feels like you opened up history.

The box lid respectfully updates the game's iconic artwork, while maintaining the tense atmosphere of the game's 1970s-era release by Parker Brothers. Inside, you'll find the board, rules, and playing pieces, along with some perfect Osprey historical touches.

In addition to the game's necessities, you also receive a 30-page history of Colditz and the escapes, plus reproductions of a postcard sent home from a prisoner, a Nazi poster warning prisoners that escapees may be shot on sight, and the 'Wanted' poster for the original game's designer, British Major P. R. Reid, and three of his fellow escapees.

All of that, plus the historical notes on the box insert, the mock Red Cross prisoner parcel containing the game's pawns and tokens, and the prison map secreted beneath the insert beautifully sets the stage and gets players into the theme.

Let's dive into what you need to know about the game.

### ADJUSTING, NOT RE-CREATING

The original *Escape from Colditz* board game is a beloved classic among old-school historical gamers (or "groggnards," as they sometimes call themselves). It's also something of a cultural touchstone in Great Britain, much like *Monopoly* or *Risk* is in the United States. Bringing this game into the new millennium was quite the daring challenge.

Rather than swoop in from the future armed with modern game mechanics, the update team focused on enhancing and incrementally improving the original game. They clarified the design concepts, improved the artwork, and generally gave the game a smoother play experience. They also sought — and received — the blessing of the game's surviving designer for all of their work.

### PLAYING ASYMMETRICALLY

The game casts players either as the Allied "escape officer" for one of the five nationalities of prisoners or as the German prison commander, giving it what is known as an asymmetrical design.

As the name suggests, an asymmetrical game assigns players very different paths to victory, requiring different strategies and approaches. But even though the paths are different, the degree of challenge that the players face is roughly the same. (However, the key word in that sentence is "roughly;" more about that in a moment.)

### IT'S COOPERATIVE-ISH

Given its theme and design choices, *Escape from Colditz* is somewhat cooperative for the Allied escape officers. They must work together to strategically distract guards and collect the supplies necessary for their escape attempts.

However, cooperation only goes so far. The Allies need each other's help to prepare for their escape attempts, but when it comes to the escape itself, it's every nationality for themselves. The game's victory conditions make it clear that only one person will walk (or given the theme, perhaps run) away with the top position when the game's time marker runs down.



### PAY CLOSE ATTENTION

Whether or not you played (and loved) the original game from many years ago, be very careful when reviewing the rules. There is a lot of very specific detail, especially when it comes to sections that clarify the designers' original intent.

There are also a number of additional notes (marked with *italic text*) scattered throughout the book. Read them carefully and refer back if you have any questions.

In a generous nod to those who love the original game, Osprey included the game's classic rules in the back of the rulebook. Try playing with them for a slightly different game experience.

### ESCAPING IS HARD

I'm not going to lie — this is a difficult game for the Allied players to win. I'm not saying that it's unbalanced, because I think the designers hit a very solid compromise between historical accuracy and playability.

But, at its heart, *Escape from Colditz* is a historical game about people risking their lives to escape from a very tough prison. Players can adjust the level of challenge by changing the amount of time on the countdown track, but the odds are always in the German player's favor.

### VERDICT

The *75th Anniversary Edition* of *Escape from Colditz* is a beautiful tweak of a classic board game. With its impressive historical foundation, beautiful presentation, and the blessing of the original designer, Osprey's update easily earns a place in the hearts of historical gamers and World War II history buffs everywhere.

It's not a game for everyone, but those who speak its language will find a game worthy of their time, attention, and investment.

...

John Kaufeld often frets over whether the word "meeple" has a proper plural form. You can find him writing about board games, parenting, and other stuff on Twitter at @johnkaufeld and in his newspaper column, *The Dad Game* (<http://dadga.me/column>).





# WHAT IS GROWING UNDER ALCATRAZ?!



## VALIANT UNIVERSE THE ROLEPLAYING GAME

### TRANSCENDENT'S EDGE



***A Valiant Universe RPG  
Campaign Book***



**[WWW.CATALYSTGAMELABS.COM/VALIANT](http://WWW.CATALYSTGAMELABS.COM/VALIANT)**

©2016 All Rights Reserved. All characters, their distinctive likenesses and related indicia featured in this publication are trademarks of Valiant Entertainment, Inc. in the United States and/or other countries. Catalyst Game Labs, the Catalyst Game Labs logo and Cue System are trademarks or registered trademarks of InMediaRes Productions, LLC. Printed in the USA.



# **BLOOD OF AN ENGLISHMAN (RGS 00554)**

From Renegade Games Studios, reviewed by Rebecca Kaufeld

 10 & Up	 2 Players
 30 Minutes or Less	 \$15.00

The story of Jack and the Beanstalk has been told a thousand times. From generation to generation, he rose from folklore to legend: as the courageous lad who bested the terrible giant (and rescued three very impressive items in the process), he became the hero of centuries of young, imaginative children everywhere.

The giant, however, went down in history as a towering, lumbering fool who was easily outwitted by Jack's cleverness.

In *Blood of an Englishman*, the new two-player game from Renegade Game Studios, players have the opportunity to rewrite history as either Jack or the Giant. Each one must collect pieces of the puzzle to create the story again: will the victor be Jack, who successfully rearranges the beanstalks and escapes with the enchanted objects (the goose, gold, and harp) in the nick of time? Or will it be the Giant, whose mighty "FEE FI FO FUM" finally frightens Jack's wits away, and continues to strike fear into the hearts of Englishmen to come?

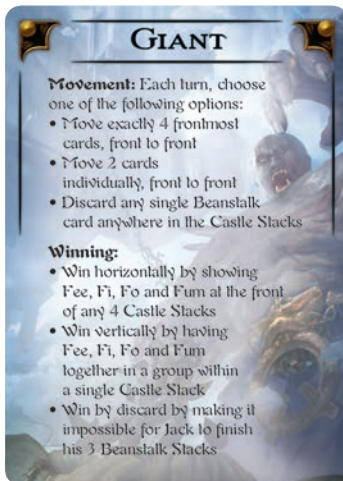
Play begins with five beanstalks, each a combination of treasures, Giant cards, and numbered stalk pieces. The premise is simple: either Jack builds three of his own beanstalks, steals away with three treasures, and escapes, or the giant successfully rearranges his own FE-FI-FO-FUM cards and captures Jack for dinner (Yum!).

This may sound unbalanced — after all, it seems like Jack has to accomplish a lot more in order to win. However, Jack is a wee lad with a bag of tricks, and he can run and hide faster than the Giant can move. His actions are small, but effective: move a card from the front of one stalk to another, or pull a card from the back of a stalk to the front of the same stalk. Not only does this allow him to find the cards he needs, but shuffles the layout to frustrate the Giant's plans.

Jack also has the ability to move cards from the main stalks to his own, personal beanstalks in numbered sequence, simulating the climb from earth to the castle in the sky. When he reaches the top of his current stalk, he can rescue one of the three treasures and carry it back home, getting one step closer to keeping his title as the hero of *this* story.

And, finally, as if all of that wasn't enough, Jack has one more trick up his sleeve: the opening move. The Giantess' Protection allows him to select any card and move it within the five beanstalks. It sounds like a simple move, but it has two strategic uses: it benefits Jack's own game and grants easy access to a difficult card, or it can be used as a minor inconvenience to the Giant by burying a FEE-FI-FO-FUM card.

(After all, he did climb through the window and surprise the Giant. It only makes sense that he should have the first move.)



The Giant, on the other hand, is large and cumbersome... but powerful. Whereas Jack only moves one card at a time, the Giant can move two cards individually, or four cards as a group from one stalk to another. He also has the option of discarding cards, and can force Jack to move quickly, lest he lose the card he needs to succeed.

When all four FEE-FI-FO-FUM cards are arranged either horizontally or vertically over the front of four stalks or standing tall within one of them, the Giant has won; despite all of Jack's struggles, the story will change forever!

*Blood of an Englishman* gives players the opportunity to rewrite history as an infamous fable turns upside down in a battle for the beanstalks: will Jack, the boy thief, prove his victory once again? Or will the Giant finally succeed, and replace Jack as the people's hero?

Only you can decide. Good luck, and may the best player win!

...

*When a whirlwind of whimsical words beckoned from worlds away, Rebecca knew she had to follow. She fell into a rabbit hole of metaphors and clichés, mixed with more similes than water drops in a storm. Somewhere along the way, she picked up a love of games that would use her words to create beautiful reviews, and that's where she is today.*





# JOIN THE X-MEN AND DEFEND MANKIND IN **MUNCHKIN®: X-MEN EDITION**

**COMING  
MARCH  
2017**



This X-Men-themed edition combines the thrilling adventures of Marvel's most popular mutants with the role-playing fun of **Munchkin!** Players take on the role of students enrolled at Xavier's School for Gifted Youngsters and team up with **Professor X**, **Wolverine** and more super-charged mutants to take down the likes of **Sabretooth**, **Juggernaut**, and the almighty **Magneto**!

## CONTENTS:

128 CARDS, 4 ROLE CARDS WITH PLASTIC TRACKERS,  
1 CUSTOM DIE, INSTRUCTIONS.

**AGES:** 10+ | **PLAYERS:** 3-4 | **MSRP:** \$19.95

**PRE-ORDER TODAY!**

## STUDENT ID CARD



## DOOR & TREASURE CARDS



## CUSTOM DIE

STEVE JACKSON GAMES  
munchkin.sjgames.com



USAopoly

f t i /usaopoly

USAopoly.com

USAopoly is a trademark of USAopoly, Inc. © 2016 by USAopoly. **Munchkin** is © 2001-2016 by Steve Jackson Games Incorporated. All rights reserved. **Munchkin**, the **Munchkin** characters, Warehouse 23, the pyramid logo, and the names of all products published by Steve Jackson Games Incorporated are trademarks or registered trademarks of Steve Jackson Games Incorporated and are used under license. **Munchkin: X-Men Edition** is © 2016 by USAopoly, Inc. All Rights Reserved. © 2016 MARVEL. October 2016.



## THE WALKING DEAD: ALL-OUT WAR CORE SET (MGE MGWD001)

From Mantic Entertainment, reviewed by Thomas Riccardi

 12 & Up	 1-2 Players
 30-45 minutes	 \$49.99

The world as you know it is gone. The living dead now outnumber humans by at least ten to one. No one is coming to save you as society crashes down around you. Do you have what it takes to survive? This is the question that has been asked multiple times on one of the most popular franchises to date: *The Walking Dead*. Starting off with a comic book series, it branched out into a critically acclaimed AMC TV show, video games, board games, and other markets. Now Mantic Games has released its crowning masterpiece — a miniatures game entitled *The Walking Dead: All-out War*.

Within the base set are two rulebooks (including a quick start guide for those who want to play straight out of the box), six survivors (Rick, Carl, Derek, Patrick, Liam, and Sandra), twelve zombies, dice, counters, cards, and a play mat. This box is jam-packed with everything you need to play and experience the universe of overrun by the walking dead. Designed for two players, *All-out War* can be played solo, as well. Yes, you heard right! You can actually battle against the Walkers on your own, controlling the survivors as they explore the ruins of Atlanta.

The game is split into phases, with four phases per turn:

- **Action Phase:** Players can move, shoot, search, hide, stand up, make noise, hold your nerve, or a special action that can be played from your card
- **Event Phase:** Which means moving the walkers that are closest to your models. Also, you draw an event card which may increase the threat level. If a threat level exceeds a character's nerve, then they're panicking and must roll a die against a table.
- **Melee:** If the zombies are in melee range, the threat level is increased by 1. Then the players resolve which characters attack which zombies.
- **End Phase:** Roll for prone Walkers (whether they rise up, or not), bitten miniatures (inflicting damage, or not), resolve any end of turn effects, check to see if victory conditions are met, and, if not, start a new turn.

One of the neat things about this game is when you inflict ranged damage (either zombie or human targets). When rolling a die that corresponds to your weapon card, the characters also roll a defense check and the results are tallied to see how much health is lost. For example: If a character made three successes in their attack roll and one success in defense, then that model would take 2 damage. However, when attacking zombies, if you were to roll a critical success



(which is denoted by a "1" symbol on the die), then you would remove that model from play. These critical successes are headshots and they also inflict 1 damage to human players, as well.

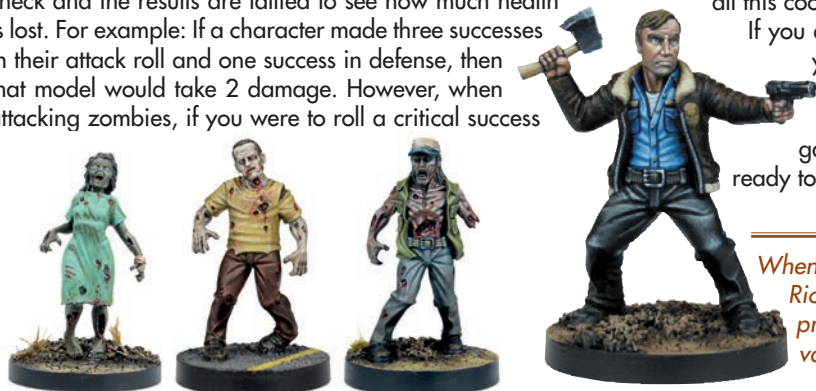
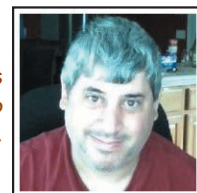
Noise is also another important part of the game, as the faster you move and the more times you shoot both generate noise. This will bring Walkers closer to your location where you would have to engage them in melee. Also, if the zombies actually kill any of your party, they come back onto the battlefield as a prone Walker! So, you will need to plan out your attacks and make sure not to make too much noise, or else you might find yourself surrounded by hungry undead.

The components in the game are absolutely amazing — from the cards that sport art from the comic book to the miniatures, themselves. Each of these minis are highly detailed and are ready for painting right out of the box. Mantic Games did an awesome job of capturing the likenesses of Carl, Rick, Michonne, and the other survivors from the comic series. The zombies are also amazing, as they look tattered and ravenous, craving your flesh! And, if track down issue #201 of *Game Trade Magazine*, you'll find an exclusive figure that can be used with *All-out War*. And the game is priced right, 'cause you get all this cool swag for under \$50!

If you are a fan of either the comic book or the television series, you need to check out this game. With fast-paced rules, detailed miniatures, and a box full of great stuff you'll not be disappointed. For more information on this and other games head over to <http://www.manticgames.com> and get ready to fight against the walking dead.

...

When not writing or playing games Thomas Riccardi can be found in Sacramento preparing for the day when zombies, vampires or aliens invade.





**Scheduled Release January 2017**

**DUNGEONS & DRAGONS®**

# NOLZUR'S MARVELOUS™ MINIATURES

HIGHLY DETAILED UNPAINTED MINIATURES  
**PRE-ORDER YOUR SPECIALTY  
PACKS TODAY!**

## Level Up Packs

Contain both a standard and advanced sculpt of the same featured character. Advanced characters will be equipped with more armor, weapons and upgrades than standard characters.



High definition  
for easier  
hand painting



\*Figures not to scale.

## Monster Packs

Contain 1-3 miniatures with different poses of a single monster — great for army building!

**\$3.99/each**  
Most packs include  
two or more figures!

The **BEST** value in unpainted  
minis on the market!

DUNGEONS & DRAGONS®



©2016 Wizards of the Coast LLC. All Rights Reserved. Wizards of the Coast, Dungeons & Dragons, Nolzur's Marvelous Miniatures, and their respective logos are trademarks of Wizards of the Coast LLC in the USA and other countries, and are used with permission.

**WIZKIDS® NECA**

© 2016 WIZKIDS/NECA, LLC. and related logos are trademarks of WizKids. All rights reserved. Products shown may vary from actual product.  
[www.wizkids.com](http://www.wizkids.com) [www.necaonline.com](http://www.necaonline.com)



# ANDROID™ NETRUNNER™

## THE CARD GAME

TRAVEL THE WORLD OF  
ANDROID SEARCHING FOR  
AN AUGMENTED SERIAL KILLER  
IN THIS NARRATIVE-DRIVEN  
CAMPAIGN EXPANSION

# TERMINAL DIRECTIVE

CAMPAIGN EXPANSION

Android Netrunner: Terminal Directive - AON42 | \$59.95

FANTASYFLIGHTGAMES.COM

Netrunner is a TM of R. Talsorian Games, Inc. Android is TM & © 2016 Fantasy Flight Games. Netrunner is licensed by Wizards of the Coast LLC. © 2016 Wizards. Wizards of the Coast and its logo are property of Wizards of the Coast LLC. Fantasy Flight Games, FFG logo, Living Card Game, LCG, and the LCG logo are ® of Fantasy Flight Games. All rights reserved to their respective owners.

